



Prologue

Mitra, yama, qsiiti and sovani... these four races exist in one world. In ancient times, mysterious artifacts referred to as Remnants were discovered all over the world. People used these objects for their awesome powers - a choice that eventually began to cause a rift in the world's balance. Equality was replaced by those who ruled and those who were ruled over. War was inevitable. A thousand years later is when this story begins...

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Preface

Welcome readers for one of my last walkthroughs that is scheduled to be released this year. Due to my self imposed "game writing holiday" and delayed shipping, the release of this exclusive has been moved drastically for almost two weeks behind. I know the game didn't garner good reviews but I am sure there are other gamers like me that don't rely on reviews for the sake of enjoying or experiencing the game. It has many flaws indeed, but being a seasoned RPG player like myself, I tend to overlook those shortcomings and enjoy what the game has to offer. I hope this document may assist you on your journey.

This is another exclusive guide brought to you by yours truly and of course IGN. Since this is an exclusive, this guide will be featured only in IGN.com and its network. Kindly email me if you saw this guide someplace else.

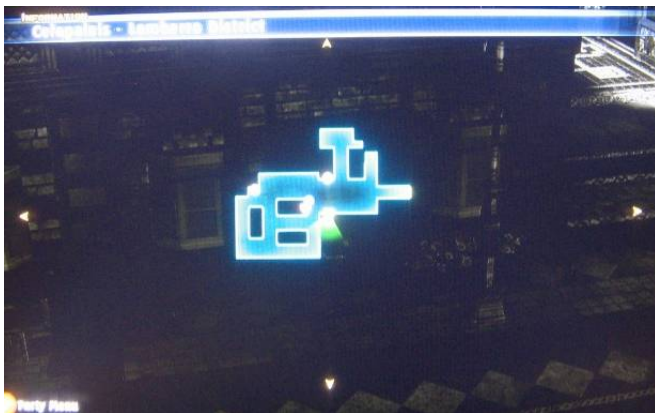
Any feedback from you guys is very much appreciated. I will try to cover everything that needs to be covered but I can't guarantee you that this will be perfect (just imagine one guy can do with such limited time and resources). Since I love using screenshots to make the guide more effective, **SPOILERS MAY BE REVEALED INEVITABLY** so read with care. Screenshots featured in this guide is produced solely by the author and is protected by copyright.

Basics

This section will cover the basics of the game. Aside from the new mechanics and battle system, everything from menu and navigation should be a no-brainer. Let's start with navigation.

Navigation

There are several locations in the game. Though you can freely explore them on foot, each section of a city per say is divided into individual area. They are not connected as one, large area. When you exit a section, you'll be taken to the city map. You'll need to select your next section to be able to enter it.



There are limited NPCs you can talk to but there will always be an abundance of shops. The common place that you'll be hanging out most often is probably the city pubs. These taverns are where you can start Sidequests. Because of the main story's short timeline, these sidequests can prolong your gameplay time, as well as getting the chance to collect new items, rare components, formations and equipment.

The world and dungeon maps work a little different compared to the city maps. The world map contains a handful of locations you can visit by default. Some are unlocked automatically as you progress through the story but most of the places can only be unlocked by going through a field, road or path leading to the city. If there are multiple exits found in such locations, the location that will be unlocked depends on what exit you took to return to the world map. Example, in the location called Heroic Ramparts, leaving the area using the west exit unlocks the warrior town of Ghor. Otherwise, the northeastern exit will open the city of Nagapur. If you wish to unlock both locations, you'll need to visit the Ramparts twice. It is advisable to check out any new location, even if they're not part of the story yet. Most cities and towns are practically hidden in the map, unless somebody gives you a hint about it (talk to the bartenders of city pubs).

Dungeon Crawling

Most parts of the game will require you to do some dungeon crawling. “Dungeon” is a generic term used for any location with hostile enemies that you need to clear out and collect treasures. This may include fields, tunnels, ruins, mountain paths, etc. Dungeons will always contain monsters, harvesting points and items. Some may feature unique contraptions like gondolas or switches.



As much as you want to avoid fights sometimes, there will always be chances that you'll need to clear your path out from monsters. Be warned though, one monster may contain several squads. More of the battle system will be discussed later in this guide. If a monster gets in contact with you first, then you'll have a major disadvantage in the ensuing battle. To avoid this, you'll need to draw them in by pressing RT to start the battle in default balance.

When you enter a dungeon, it won't have a map by default. Early in the game, a map will be provided for your first dungeons but for the succeeding ones, you'll need to search for the area's map in the form of a treasure remnant. (These act as treasure chests in the game) Also, some dungeons have multiple areas. Some of these new areas may need a different map other than the one you currently have. For example, if you collect "Blackdale Map 1", expect that you'll need Blackdale Map 2 or even Map 3 later on.

After getting the mysterious mole creature known only as Mr. Diggs in the game, the dungeons will feature harvesting points. These are shining spots in the floor, wall, ground, vegetation, water, etc. Different components can be harvested from these points. More details will be provided in a separate section as well.

Timeshift



Early in the game, you'll eventually get another ability called *Timeshift*. Activating Timeshift will slow the movements of monsters and will allow you to “tag” multiple monsters. Pressing RT will engage all tagged monsters, even if they are out of range. These are called “Links”. Linking several monsters at once will increase the difficulty of the battle. However, winning a battle against linked monsters will always reward you with a hefty amount of items, as well as several stat increases for your team. Using Timeshift will deplete its gauge so make sure to engage the enemies before it runs out. Also remember that if you examine an item, contraption or harvesting point while on Timeshift mode, you'll revert to normal mode with your Timeshift gauge depleted. Defeating even a single enemy will always refill your gauge at full.

Harvesting

Once you acquired Mr.Diggs, you should be able to gather components from harvesting points. Different components can be acquired from specific points (refer to the table below). Mr.Diggs also has stats which increase as you continue using him on harvesting points. He will start with a dig count of 5, which will increase as you find *Morsels* which will add a dig count permanently, as well as restoring the dig count to max.

Harvesting Point	Component
Digging Points (rocks)	Ores, Crystals, Metals
Felling Points (vegetation)	Timbers, flowers, herbs
Diving Points (Land)	Metals, Gold, Fragments, Recipes
Diving Points (Water, Lava)	Oils, water
Special points	Morsels, recipes



As Mr. Diggs level up, he will gain several useful skills that make your harvesting more efficient. The listed skills below will become more and more effective as Mr. Diggs level up so make sure you use him whenever you have the chance.

- Increase Loop Chance
- Increase chances to harvest multiple components at once
- Increase chances to harvest rare components
- Increase chances to harvest multiple rare components
- Increase chances to harvest better items in buried treasures
- Increase chances to harvest multiple buried treasures
- Increase the amount of money found in buried treasures.

Combat Basics

Now we will discuss one of the game's unique points... the battle system. Instead of individual characters taking turns, players will need to manage "Unions". Unions are made up of at least one leader and several individual characters acting as one entity. They share aggregate HP and AP. You can't issue individual commands to each member of the union. The commands you can issue to a union depends on the members' abilities, skills and morale.



The game is still using a turn-based system, which means you must finish selecting your unions' actions before the actual battle starts. The game offers no flee or retreat option so once you get into a fight, you'll need to defeat the enemy or reload the whole game. The number of unions you can have in your party depends on the part of the game you're in. You'll start with the capacity to command one union but that will increase as you progress to the story.

Union Boards

Creating a union is simple, as long it meets your combat capacity. At the start, you can only have a maximum of three active characters for combat, and can only command a single union. A union should have at least one leader, but you can also have 2 or more leaders in your union if you wish. However, the first character will always have the highest post in the union hierarchy, whose name is what the union should be known as.



You will need to select the formation best suited for your union. The bonuses and stat increase when selecting a formation will vary on your units' individual stats. For example, combat units with high attack and defense will be more effective if you choose a formation where they are placed in the front lines. Try to experiment with the characters you have and the formations as well. New formations can be acquired by completing sidequests or by finding them in chests scattered around the world.

You can't assign equipment or skills for your leaders and members of your unions. However, some leaders may ask for your opinion in case they need to learn a new skill or concentrate improving one of their abilities. They will also occasionally ask for some components that are rewarded after the battle to improve their equipment. These are not random requests but practically necessary ones so everybody in your team won't be left behind.

Learning Skills

Rush can be a very versatile fighter who can learn a variety of combat and mystic spells. Learning skills and leveling up the existing ones depend on how often you use them and what weapon you have equipped. The more you use them, the more efficient they become. There will always be unique arts that can only be used by one person and that applies to the unique leaders of your group. As much as possible when arranging a union, always include a member or two that has restoration/healing arts or item arts. This will guarantee that a command for healing/ recovery will always be available when you need it.

Critical Triggers

During combat, a prompt will appear on the screen. Pressing the displayed button at the right moment will result in a perfect Critical Offense or Defense. Critical offense increases your attack damage and immediately "bumps" your allies to act next. As a bonus, the next character that will act will have a Critical Trigger chance, further increasing your chances of performing consecutive CTs. A Critical Defense will allow you to use counterattacks or shield bash that will negate the enemy's attack and dealing damage to the aggressor as well. If you are having difficulties in timing, you can set the trigger in automatic. Setting it in auto doesn't mean a 100% hit for each CT chance though.



Morale Gauge

Morale affects how effective units perform in battle. Initial morale is determined by your party's overall strength and number versus the enemy's. It is possible to start a battle with high morale even when outnumbered if you are fighting against lower level enemies. Critical attacks, flanking/raiding attacks, termination of friendly unions, etc affect how the moral gauge shifts. Make sure to keep everybody's HP up to avoid a drastic morale shift due to terminated ally.

Flanking and Deadlocks

A deadlock occurs when a union is fighting another union. However, if another union attacks another union currently engaged in a deadlock, it will result to a Flank Attack. A union doing a Flank attack to an enemy union deals more damage and won't receive any form of retaliation. Rear assaults are flank attacks performed by attacking a deadlocked union from the rear. A different union can also intercept an attacking union and preventing it from reaching its target. This is applicable to both sides so remember to take out any nearby unions first to avoid interception.

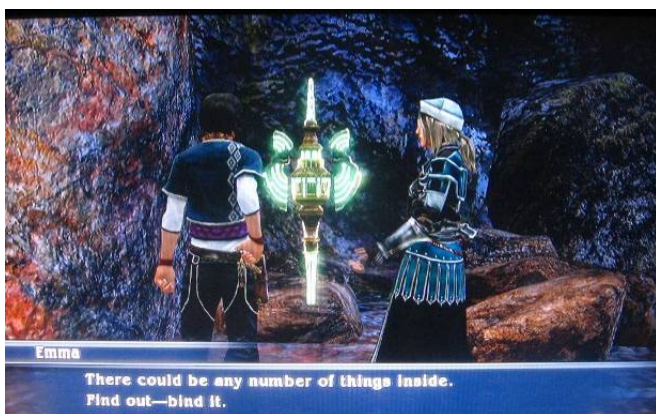
More combat tips will be provided as you play the game so make sure to read them as well.

Yamarn Plain

Watch the movie as the game starts. You'll be thrown in your first battle afterwards. Try to get hold of how the battle system works. Just issue normal commands during the first turn. This is a scripted battle so on the second turn, you'll only have one command available at that is to fire the Gae Bolg.



Watch more scenes. You'll find yourself with Emma. Once in control, approach her to proceed with the story. You'll get a brief tutorial about treasure remnants. You'll also get a **Broadsword** as well. After equipping it, you can pull up the menu by pressing Y and save your game. Approach Emma again for a combat tutorial.



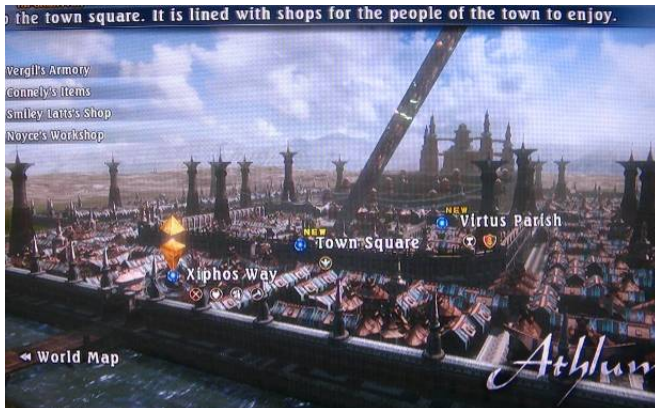
Just issue normal commands as you see fit and remember to heal when necessary. Try to familiarize yourself how the battle system work since this is what you're going to use for the rest of the game. There is no post-battle maintenance needed for your team like healing and stuff since their HP is restored after every battle.

Continue up to the large area for a short scene. This may seem like a boss battle but its not. Just attack normally. On the 3rd turn, a default command will appear. Select that to end the battle. Watch more scenes and you'll be taken back to the World Map. Save first, and select the only destination there to proceed with the story.



Athlum

You can explore the area if you want. You can't do much here aside from talking to specific NPCs only and checking out the items in the shops. Head north to exit to the city map and proceed to Virtus Parish and talk to the bartender. Exit the area and the castle will be available. Go there to proceed with the story.



You'll be given two locations you can check out. It doesn't matter which one you choose first and one general will accompany you for each location.

Gaslin Caves

Blocter will assist you in covering this cave. His smash attack is very effective against the insect type enemies here so make good use of that. This is a pretty short and straightforward cave so don't worry about missing anything. Blocter will also give you the map for this area.



Beware of the hiding enemy in the small path leading to a dead-end. After getting the items from the treasure remnant, make sure to save your game before checking the topmost portion of the cave.

Mission: Defeat the slave traders

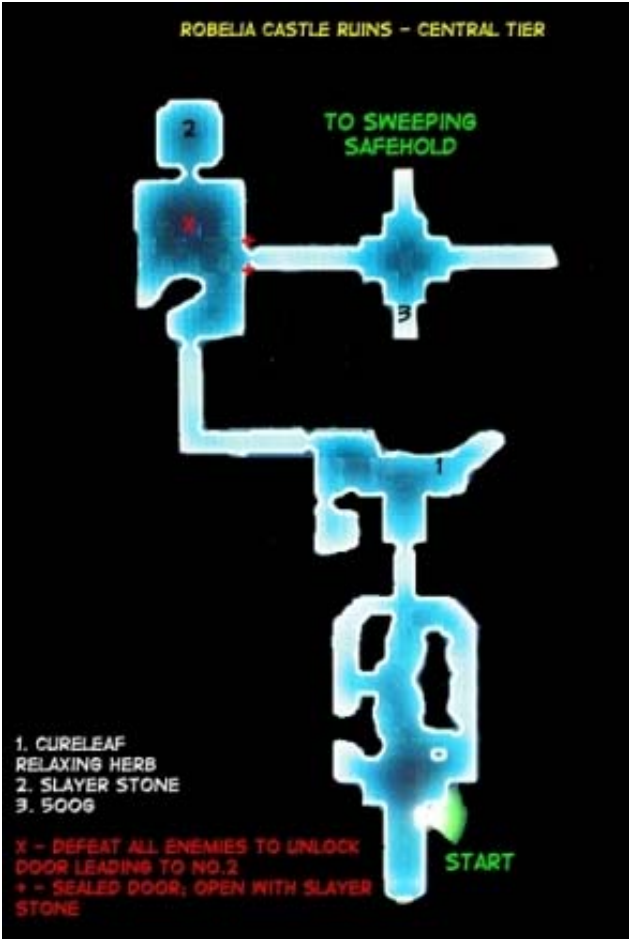
Avoid charging or you'll end up getting flanked. Try focusing both your squads on the outer enemy flanks. Finally, once the two units are defeated, it should be easy to take down the leader.

Once done, you can talk to everyone if you like and use the transporter to get out of the cave.

Athlum

You may wish to sell some loot you collected and get yourself some new gears and restock recovery items if ever you needed to. Head to the castle and talk to David. Blocter will leave the party and Pagus will join you for your next location. Exit to the world map and select...

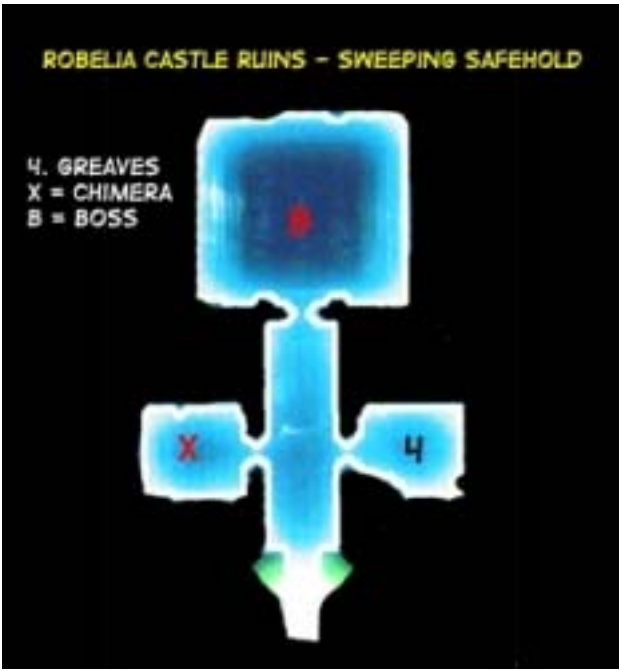
Robelia Castle Ruins



Once inside, Pagus will give you the **Alizarn Orb** which will enable you to use Mystic Arts. You'll also obtain the map for this area. You will learn how to use Invocations.

The enemies here are weak against magic so Pagus should have no problems eliminating them instantly. You may want to cast your own mystic arts if you want.

Proceed inside the castle and defeat all enemies in the large room shown in the map. Grab the Slayer Stone from the room that will be opened and use that stone to break the seal leading to the eastern corridor. Grab the last item there and take the stairs leading to the second floor.



On the second floor, the room to the right contains an accessory. To the left there is a couple of Chimeras which you can fight if you want to. Save your game before entering the large room.



Mission: Defeat anti-remnant activists

Like the first mission, charging directly to the boss is a no-no. As always, try to whittle down the outer squads first. Attack the ones nearest to your squads to avoid being interfered. As much as possible, don't waste turns by healing only. Always choose the option to attack while healing to get most out of your turn.

Finally, provide support to each other. Break your deadlocks and attack the squads flanking one of your squads. This way, you'll be able to fight defensively.

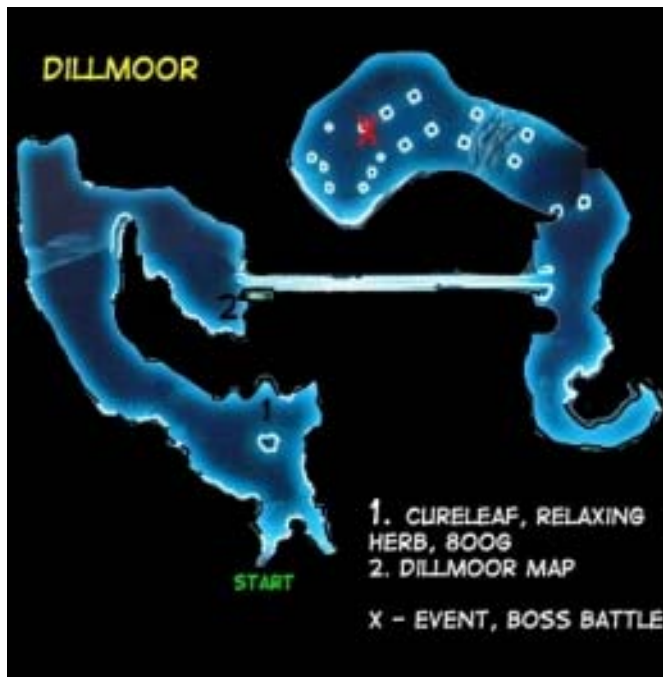
After the battle, just use the transporter and return to the castle.

Athlum

Watch the following scenes. For this time, all the four generals will join you. Check your supplies and equipment and prepare to move out. From the world map, select your new destination.

Dillmoor

As soon as you enter, you'll get a tutorial about "timeshift". Now you can link multiple enemies once you tagged them and even if they are out of your engagement range. There will be a gauge in your lower right corner that will determine the duration of your timeshift once activated. I suggest getting near a group of enemies as close as possible before activating timeshift so you can tag as many as you can in one go.



After crossing the bridge, remember to save before going north. There is a large gate in the lower right but it is inaccessible for now so just ignore it. You can clear all enemies in this area if you want then head north for a short scene and a boss battle.



Mission: Defeat the enemy

There will be five squads here but they shouldn't pose any serious threat unless you get too careless. Again, take out the outer squads first. You may want to strike them hard as early as possible since they can gang up one of your units in an attempt to destroy them. Once the minions are taken care of, gangbanging the main boss shouldn't be that much of a problem either.

You'll be back in Athlum after the battle. Watch the following scenes as story progresses.

Athlum

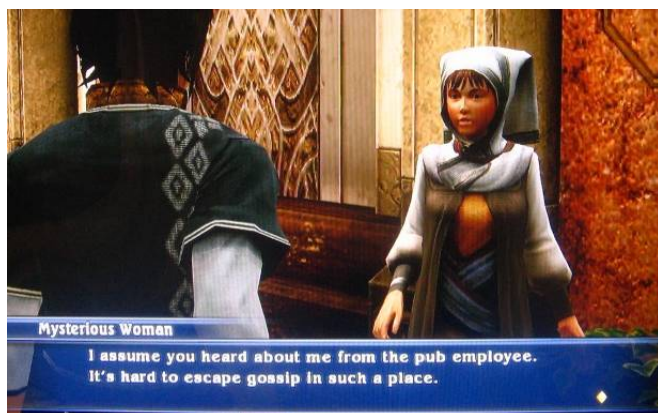
Once in control, you will get an in-game notification that you may now create unions freely. It is time to visit the guild for some tasks and to hire some leaders. You won't have any subordinates at the moment so just stick with them for now.

Access your main menu and organize your union. Play with the default formations and arrange your units in the most effective positions as possible (fighter=front, mage=rear). Check also the guild tasks you have completed. You may refer to the ***Guild Tasks*** section of this guide for details on how to complete the tasks and the rewards for completing them. Once done, visit the pub afterwards.



In pubs, there will always be people that will request for your assistance in completing certain tasks. You may consider this as your sidequests in the game. It is recommended to do every sidequest that may be available because of the varied rewards that may range from components, gold, items and even new party members. Besides, the sidequests aren't that bothersome; the game will automatically take you to the place where the event should take place. There might be different requests in the pubs of different cities so make sure to check them out every time you visit a major city. Also, there are certain requestors that will only

At this point, there should be available requests. Complete info about these requests can be found in the ***Sidequests*** section of this guide.



Quest: A Day's Beginning

Task: Deliver letter to a Yama

Reward: 100G

Tip: After agreeing, the game will take you immediately to Robelia Ruins. Just approach the large Yama there and deliver the letter.

Quest: Baulson

Task: Help Baulson rescue an aristocrat's kidnapped kid.

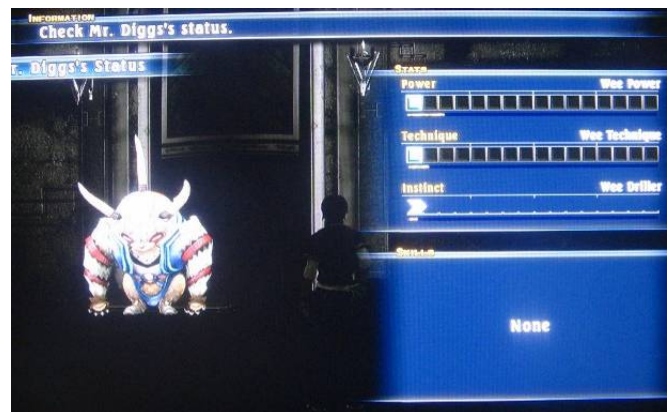
Reward: 500G, Baulson will be available for recruitment

Tip: The game will automatically take you Gaslin Caves. Just follow the path and a short cutscene will trigger. Win the battle to complete the request.

Once done, head to the world map. A new location, Celapaleis will now be available.

Celapaleis

Talk to the apprentice craftsman in Grant's Way; head to the pub afterwards. Once there, talk to the apprentice craftsman to activate the quest, Mr. Diggs.



Quest: Mr. Diggs

Task: Obtain a light metal

Reward: 1000G, Mr. Diggs, Customization shop opens

Tip: You'll be taken in Gaslin caves again. Just search the harvesting points and you should be able to get a light metal without any issues. It is possible to search the same harvesting point to get a different set of items. You'll be taken back to the city once you acquired a light metal.

This is one sidequest you should do as early as now. The ability to mine free components from harvesting points can really help in developing good equipment early on. Mr. Diggs will also level up according on how often you use him. By default, you can only dig 5 times. This number may increase by finding special harvest points or by leveling up. Dig counts reset by leaving the dungeon.

The customization shop in Grants Way will be opened. Though you may not have enough components yet to create any items there, you can probably upgrade your current equipment. Remember to split monsters that may release components that you can't get normally.

If you talk to guards with red conversation bubbles above their heads, they should tell you that Lord David is looking for you. This is your queue to head back to Athlum castle to proceed with the story.



Athlum

Watch the scenes. David and Tolga's squads will join your party as guests (you don't have control over their actions). Check your supplies and equipment then head to the world map. Save first before selecting Blackdale.

Blackdale

Watch the scenes. You'll be thrown in a battle immediately. Your guest unions are quite effective so you don't need to worry about their actions. Concentrate in eliminating squads with mages in them. Remember that reinforcements will appear as you dispatch the enemy unions so keep your HP up if it ever plunges below 60%, just to be safe. The last target may be stubborn but with the combined forces of your unions, it shouldn't take long before he succumbs. After the battle, watch more scenes and you'll have the chance to explore the caverns of Blackdale.



The deadend to the right (from the starting point) will be opened after clearing this dungeon once but don't stray there yet since the enemies are uber strong at your current level. Anyway, the path is pretty much straightforward so grab the treasures and search the harvesting points along the way.

I suggest saving at least 2-3 dig counts to be used in the second area. The enemies shouldn't pose that much of a problem but just to be safe, avoid engaging too many at the same time. Once you reached the Sapphire Pit, remember to save first before entering the new area to the southwest.

Watch the scenes and a boss battle will ensue.

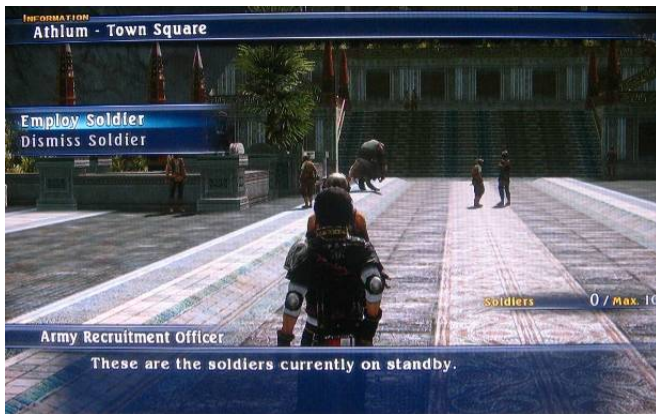




Mission: Defeat the Fiery Idol

As usual, you'll need to defeat the lesser enemies first. You'll need to endure several attacks from the Fiery Idol, some of it damages allies in a large area. Remember to attack while recovering whenever that option is available. You may wish to save your AP when dealing finishing blows to a weakened squad; that way, you can use your entire squad's skills in one turn. As long as the lesser squads are taken care of first, you shouldn't have any problems with the boss.

Athlum



You'll be back in the city. You may want to check what guild tasks you have accomplished at this point. Enter the castle again to proceed with the story. Once done, your capacity will increase; you can now **recruit 10 soldiers** and **assign up to 4 leaders**, including yourself. Proceed to the town square and talk to the soldier standing in the open. After getting the 10 soldiers you wanted, open your menu and create up to three unions. Out of the 10 units, you can only use a **maximum of 9 per battle**. Make sure to keep the variety to make them more effective. Experiment with the formations best suited for the union you're forming. At this point, it is better to disband your current union and set any of the four generals to lead your other two squads.

Witches in the City



As you visit major cities, you'll have the chance to find a pretty witch that easily stands out in the crowd. She will ask you to buy shady items but who knows what she can offer in the long run?

Athlum's Witch

Location: Town Square

Spend: 500G

Rewards: Fresh Oil x3, Aerial Insecta Oil x3

Celapaleis' Witch

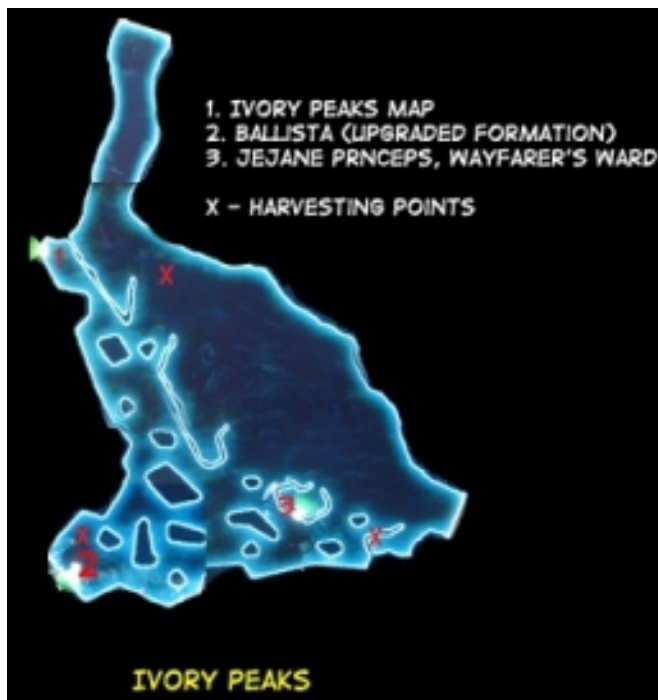
Location: Grant's Way

Spend: 1000G

Rewards: Cureleaf x7, Relaxing Herb x7

When ready, you may exit to the world map and select Ivory Peaks.

Ivory Peaks



Ivory Peaks is a small area so you shouldn't have any problems locating the items and fighting the enemies. Check out the harvesting points you can find and exit to the southeast to return to the world map.

Elysion

Welcome to the big city. After the scenes, you may check out what the city has to offer first. Enter the pub and check out the only sidequest available at the moment.

Quest: Secret Letter

Pub: Elysion

Task: Deliver secret letter to the man inside Balterrossa Inn

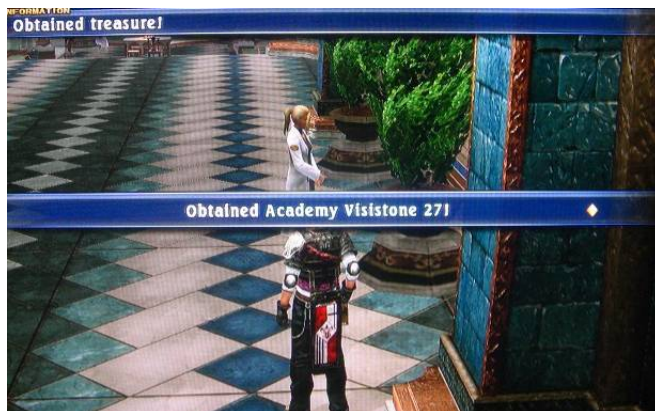
Reward: Jade Orb

Tip: After activating the request, exit to the world map. Enter the Southwestern road, reach the other exit to add Balterrossa to the map. In Balterrossa, head to the inn and deliver the letter to the Cheeful man.



You can also spot Elysion's Witch near the entrance of the guild hq. Check out the new guild tasks and see what you have accomplished so far.

ElySION's Witch
Location: Hendler
Spend: 1500G
Rewards: Methane Explosive x4, Glowroot x4



Head to the academy and talk to the receptionist to proceed with the story. After that, head to the other side of the academy to find a researcher staring at the planters. Talk to her twice to obtain Visistone 1 and 27. Exit to the city map.



The Sacred Lands

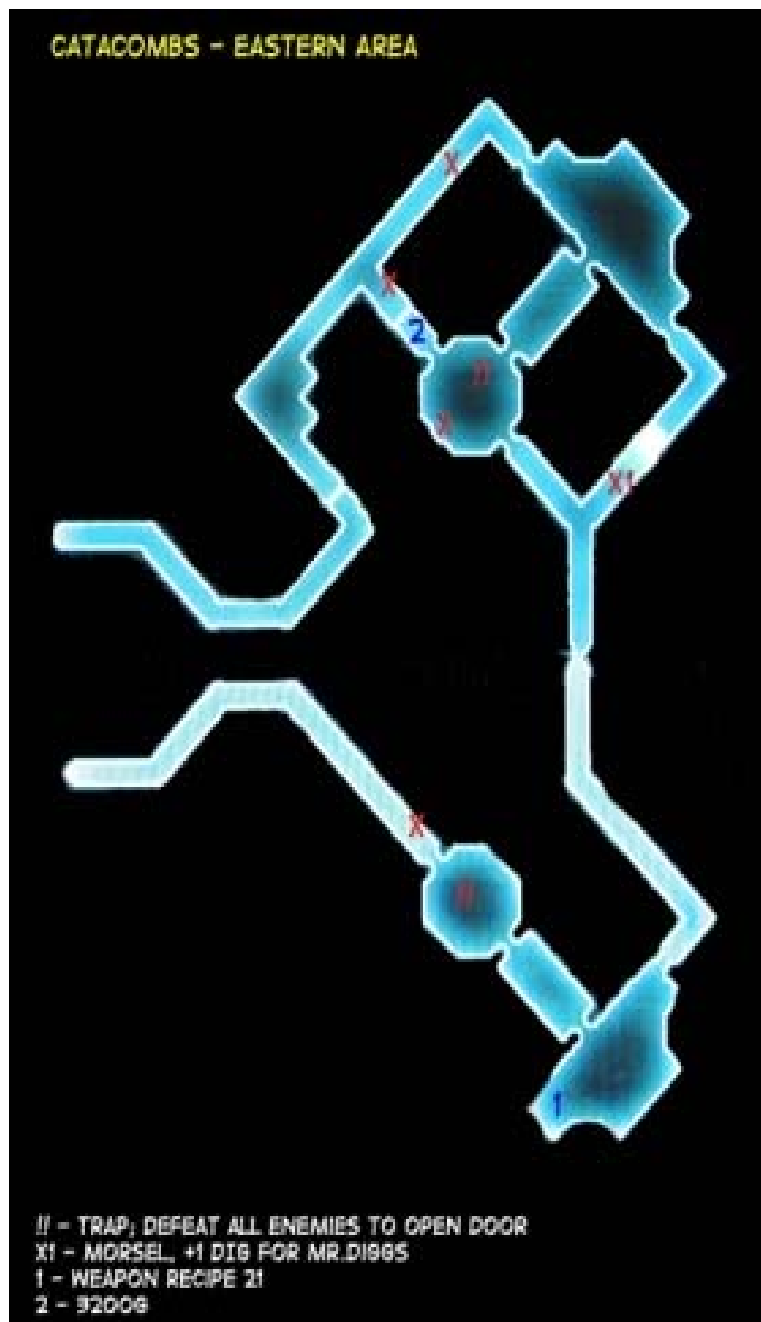
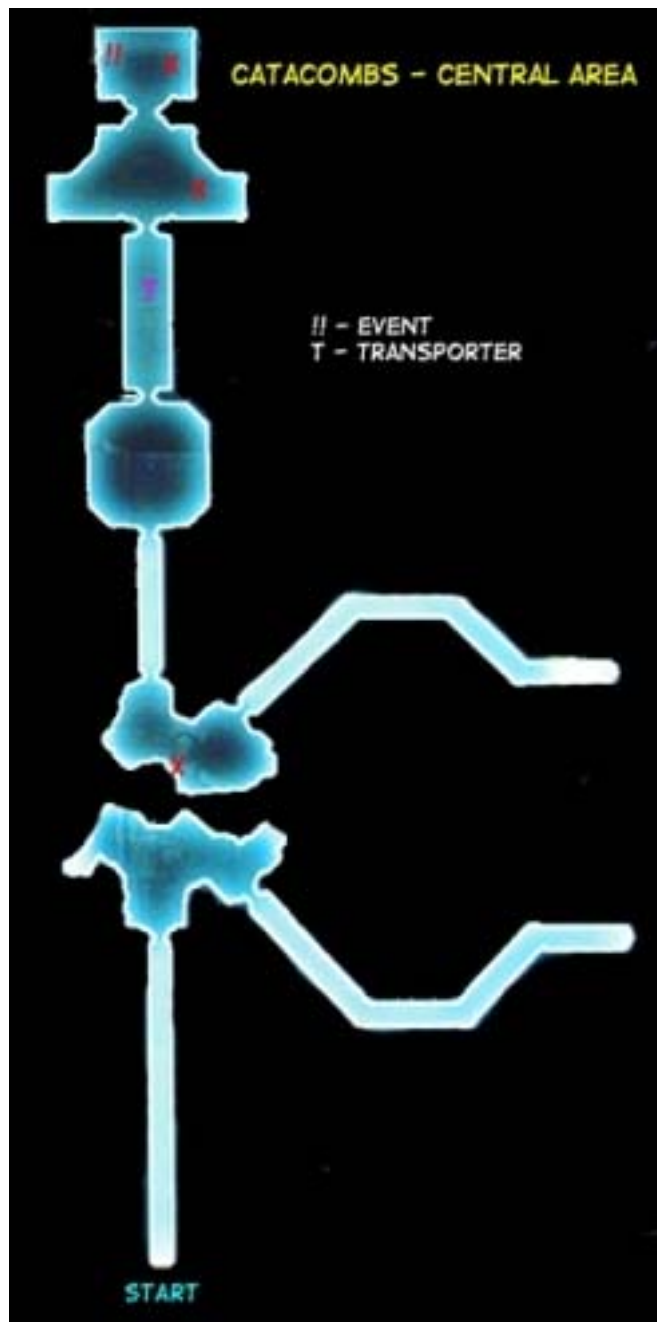


This is a straightforward path so follow it until you reach the new area. Use the devices to make pathways. Continue following it until you reach a large door. Watch the following scenes.

Elysion

Once in control, head to Grenaade District and enter the temple. Talk to the Qsiti monk warrior there and enter the catacombs.

The Catacombs



Beware of the enemies here, especially the annoying Albic Qsitis. There is also a giant bug here which you can harvest some components needed by you or your allies. These bugs will be plentiful during your second visit of the dungeon. As much as possible, don't link more than 3 enemies if you are having problems dispatching 3-5 enemy squads in a battle. Just follow the map provided in this guide. You'll also have the chance to permanently increase Mr. Digg's dig count by digging the spot marked in the Eastern Area Map (x1). There are no bosses in this dungeon so you can relax. In the last room of the Central Area, examine the door to the left and watch the following scenes.



Elysion

Emma and you will need to visit the next dungeon alone. No worries since the enemies here are easy enough to be handled by two people. To head there, talk to Emma in Hendler, standing near the stairs, in the upper level where component shop and guild hq is located. Check out the new recipes available in the component shop. Check your equipment and supplies, then talk to Emma when ready.

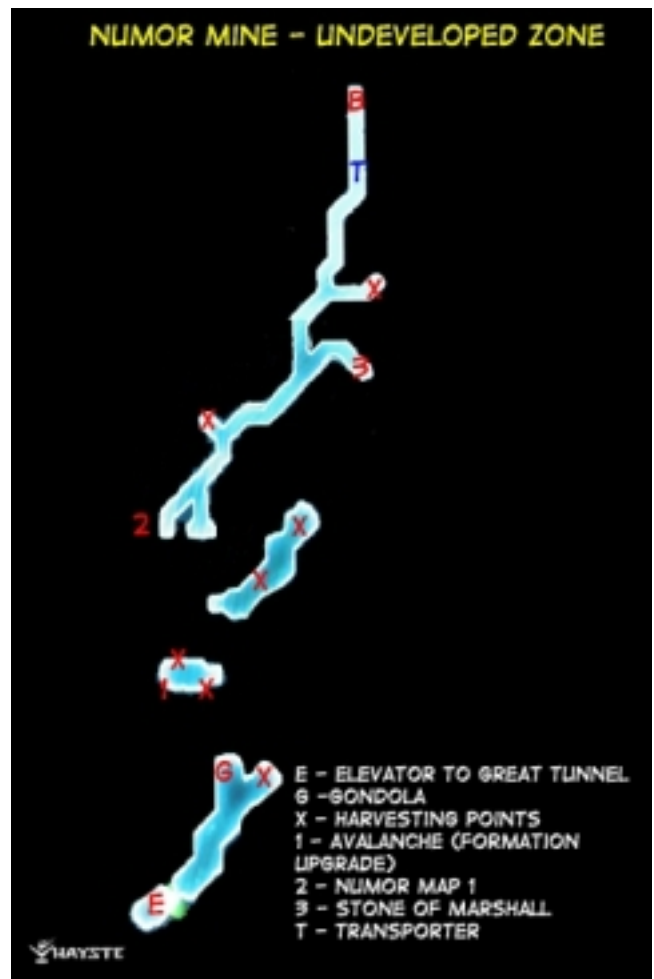
Numor Mine

Only you and Emma will be exploring this forsaken place. Don't worry since the enemies here should be easy enough for two people to handle. You may want to save your dig count and harvest only dig points. There are several harvesting points in the second part of the mine which may yield recipes for customization.



Make your way to the Undeveloped Zone by taking the elevator in the northeastern tip of the Great Tunnel. Upon reaching the Undeveloped Zone, you'll need to operate the gondola to reach the bottom floor. Be careful though, as the passing amoeba monsters may attack you while operating the gondola, resulting to an ambush. Make sure to make stops on the first two levels to get the treasure and check out the harvesting points.

In the last area, you must have the Stone of Marshall (#3) in order to open the door. Make sure to save before examining the door because there is a boss battle ahead.





Mission: Defeat Namul Sin and Niram Sin

These two bosses act and fight as one. They don't pose that much threat but make sure to keep your HP above 40% at least. You may save your AP for Emma and Rush to perform more powerful arts or you can just keep the pressure by activating whatever art you can use per turn. You'll get a Triumph Belt as reward.

Watch the following scenes. Once back in control, use the transporter to return to Athlum.



Athlum

After the scenes, your combat capability will be improved:

Max unions = 4

Unit Capacity per battle = 12

Max Leaders in battle = 5

Max Leaders in party = 12

Recruitable soldiers = 15

With that said, your next destination is Nagapur. You'll need to go through the Heroic Ramparts to unlock this location. You can also do a lot of sidequests and guild tasks from here on. I will be listing the summary of sidequests, locations where they can be activated and rewards but the full details on completing them (walkthrough + map) will be discussed in the *Sidequests* section of this guide. In the other hand, details for guild tasks will be featured in the Guild Tasks section. You may do any of the sidequests in any order.

Quest: The Trade Route

Pub: Athlum

Task: Escort surveyor

Reward: Gaslin Copper x6, Iron Ore x4, Jhana Alloy x2, Rough Spriggan Stone x1

Quest: Bravery and Loyalty

Pub: Athlum

Task: Defeat the Giant in Robelia Ruins

Reward: 1500G, *Mano Salia*

Quest: A Single Soul

Pub: Celapaleis

Task: Find flowers in Darken Forest

Reward: 5000G, Rhagoh recruitable

Quest: The Dreaming Rose

Pub: Celapaleis

Task: Bring home the runaway wife of the Baron

Reward: Gaslin Copper x2, Natural Oil x3, 1000G

Quest: Amnesia

Pub: Balterossa

Task: Collect at least 3 things that will help Jorgen regain his memory

Reward: Jorgen recruitable. His class will depend on the things you brought him

Quest: For Love the Bell Tolls

Pub: Balterossa

Task: Escort Paris in rescuing his beloved

Reward: 2255G, Godstone of Love

Quest: The Hero

Pub: Balterossa

Task: Defeat Mantroskylo in the Great Subterranae

Reward: 2500G, Honor of Determination, Vanguard (new formation)

Quest: The Ancient War

Pub: Beltarossa

Task: Defeat the ancient dragon.

Reward: 20000G

Quest: A War of a Thousand Years

Pub: Balterossa

Task: Defeat the Absolute Queen

Reward: Rough Elven Stone x1, 2000G

Quest: Goodbye, Sweet Love

Pub: Balterossa

Task: Escort Paris and his girlfriend to meet the seer.

Reward: Bracelet of Grafting, 3000G

Quest: Blooming Flower, Singing Bird

Pub: Balterossa

Task: Find Hannah's sister and bring her back.

Reward: 2000G, *Aes Salia*, Snow Flake

Quest: After a Day's Work

Pub: Elyson

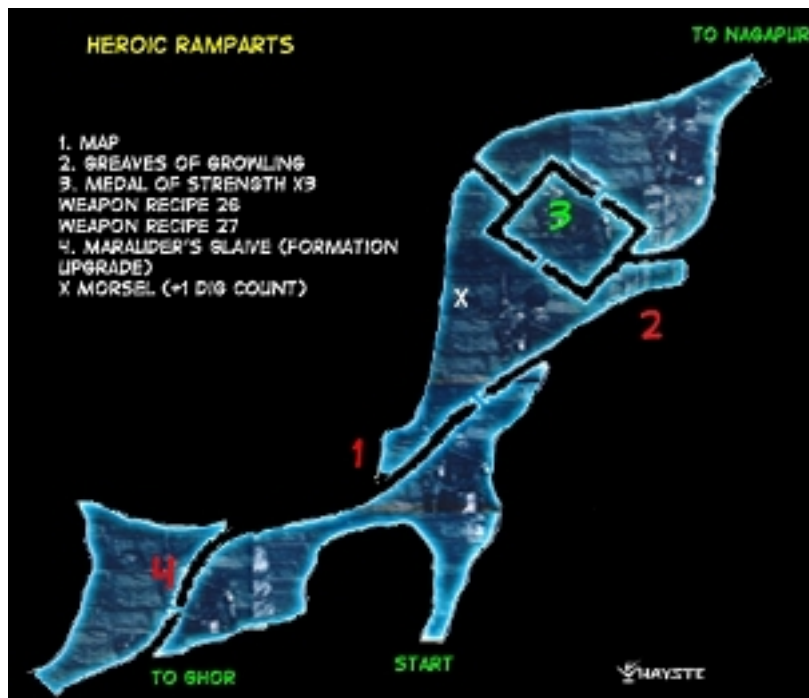
Task: Recover a special seed from the catacombs

Reward: *Shend Salia*

Quests don't have expiration dates so you can check them out later in the game if you wish. However, some quests won't be available until you complete the other ones. When ready, head to the Heroic Ramparts.

Heroic Ramparts

There are two exits here that will unlock two towns, Nagapur and the warrior town of Ghor. Head west first and run along the river to find a chest containing Marauder's Glaive, a more powerful version of a formation you currently have. Exit west to the unlock Ghor. Enter the ramparts again, and this time, venture the northeastern part of the Ramparts and exit the map in the NE corner to unlock Nagapur.



Nagapur

Head to the docks and talk to the man by the boat. Watch the scenes. Explore the city if you want. Head to Nordenalm and talk to the Emma when ready. Talk to Pagus in Sudenalm afterwards. Watch the short scene again. Once in control, head back to Sudenalm and talk to the old man to learn about the aqueducts. Return to Flussbahn. Watch more scenes; you'll need to return to Athlum to continue with the story.



Athlum

Prepare for an upcoming battle. Head to the castle to continue. Emma will leave the party temporarily so make sure to re-organize your unions to make up for that. Exit to the world map, save, then enter the Nest of Eagles.

Nest of Eagles

The battle will start immediately so make sure you're prepared. As a general tip, don't spread your troops too far away from each other. Avoid making contact with the two primary unions consisted of Castarea and Roeas at the start of the battle. There is also an allied union in this battle and will be the target of the aggressors. It's up to you to have them act as meat shields so you can flank the attacking forces. Once the lesser units were taken care of, you may divide your forces to engage Castarea and Roeas. Castarea is really dangerous with his very damaging Kilohit and Overdrive attacks so you may pound him first. Just keep your HP above 60% at least to be safe from his attacks.



After the battle watch more scenes. After that, you'll have Emmy (you would have met her while visiting other cities) in your party. Your combat capacity will increase as well.



Max unions = 5
 Unit Capacity per battle = 15
 Max Leaders in battle = 6
 Max Leaders in party = 15
 Recruitable soldiers = 18

And yet, we have another set of sidequests you can do. If you still haven't ventured that much, there are new locations you can unlock, as well as towns and cities. I will be listing a brief description about the quests available at the moment.

Quest: When the Rose Blooms

Pub: Celapaleis

Task: Find Violet (again)

Reward: Access to a new guild (Sword of the 3 Realms), 2000G, Violet can be recruited as a leader

Tip: You must complete "The Dreaming Rose" sidequest first

Quest: Slumber of the Lost Fragment

Pub: Ghor

Task: Find the six fragments for the White Yama

Reward: *Aen Salia*, 4000G

Quest: The Standoff

Pub: Ghor

Task: Win the tournament

Reward: *Tak Salia*, 3000G, Basic Customization

Quest: Into the Abyss

Pub: Lavafender

Task: Speak with the Flame Guardian

Reward: *Manoryll Salia*

Quest: The Wanderer

Pub: Royotia

Task: Find the old man that ventured inside Lavafender

Reward: *Vys Salia*

Quest: The Rainbow Bond

Pub: Melphina

Task: Help Pagus and friends locate the Arco Iris

Reward: *Manryn Salia*

Quest: The Losing Game

Pub: Baaluk

Task: Retrieve the Bloodsoaked Sword from the Grand Beetles in Great Sand Sea

Reward: *Ves Salia*

Quest: Fiery Revolt

Pub: Royotia

Task: Defeat Vespalia

Reward: Pivasalia

Quest: A Voice from the Past

Pub: Melphina

Task: Retrieve the ancient tome

Reward: 2500G, Picture of the 2nd Brigade

Quest: Broken Seal

Pub: Melphina

Task: Restore the broken seals in Crookfen

Reward: Azure Orb (Evocations)

Quest: Frustrations

Pub: Baaluk

Task: Defeat Validus

Reward: 30000G, Leshau recruitable

Quest: Wisdom's Echo

Pub: Nagapur

Task: Escort Glenys in her search for

Reward: Honor of Oath, Batwings (new formation), Glenys recruitable

Quest: The Cosmos Maiden

Pub: Nagapur

Task: Search for the cosmos maiden

Reward: Javelin, 5000G

Quest: Disappearing Knights

Pub: Melphina

Task: Find the missing soldiers in Siebenbur's Fourth Path

Reward: 4800G

Quest: Reviving Legend

Pub: Melphina

Task: Assist Roberto in battle

Reward: 7000G

Quest: Emotions

Pub: Royotia

Task: Bring Raphus' Treasure back

Reward: Royotian Wine x 1, Godstone of Wisdom

Quest: Darien

Pub: Melphina

Task: Recover the Cracked Chalice for Darien

Reward: 25G, Darien can be recruited

Quest: The Silver Falcons (Part 1)

Pub: Balterossa

Task: Assist in battle

Reward: Shamsir, 3000G

Quest: The Silver Falcons (Part 2)

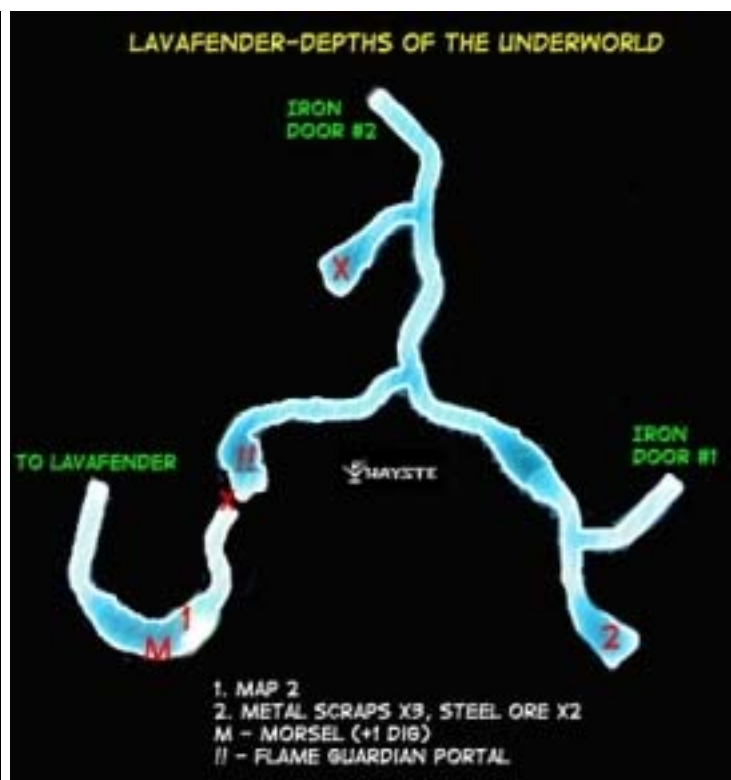
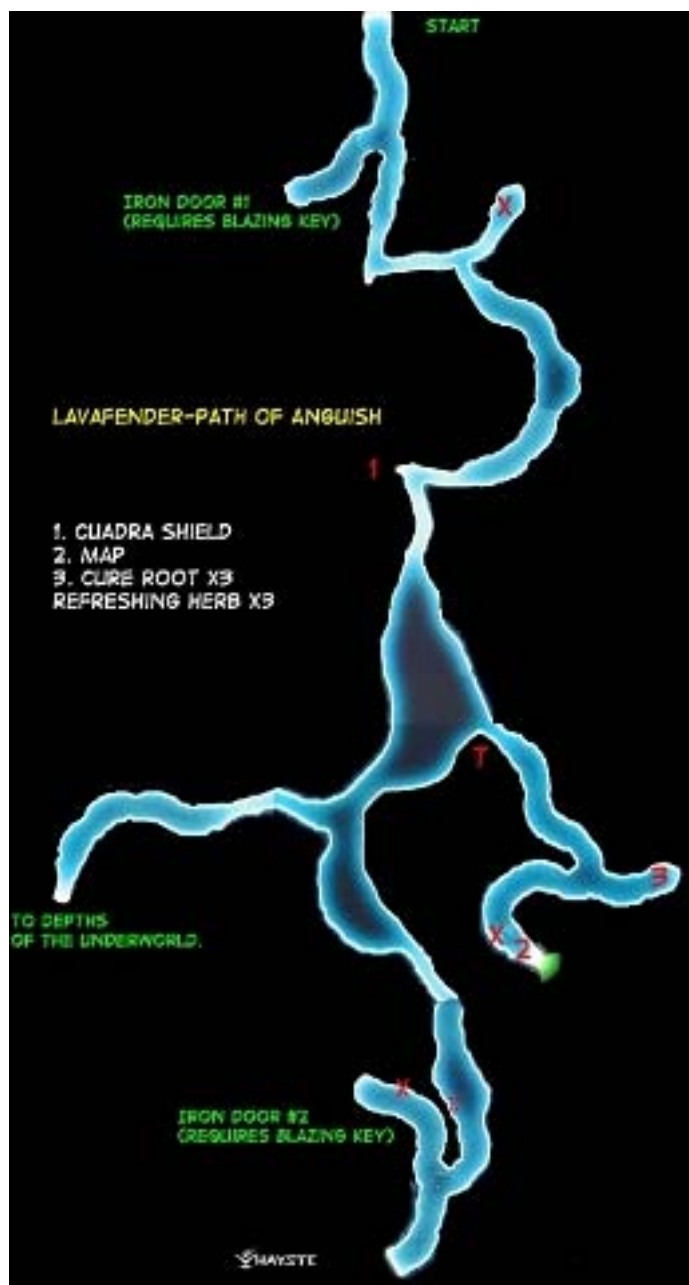
Pub: Balterossa

Task: Assist in battle (again)

Reward: Premier Bracelet, 8000 G

Lavafender

Unlocked by taking the south exit of the Great Sand Sea.Exit south to unlock Royotia.Full access to Depths of the Underworld can only be unlocked during the sidequest for the Flame Guardian.



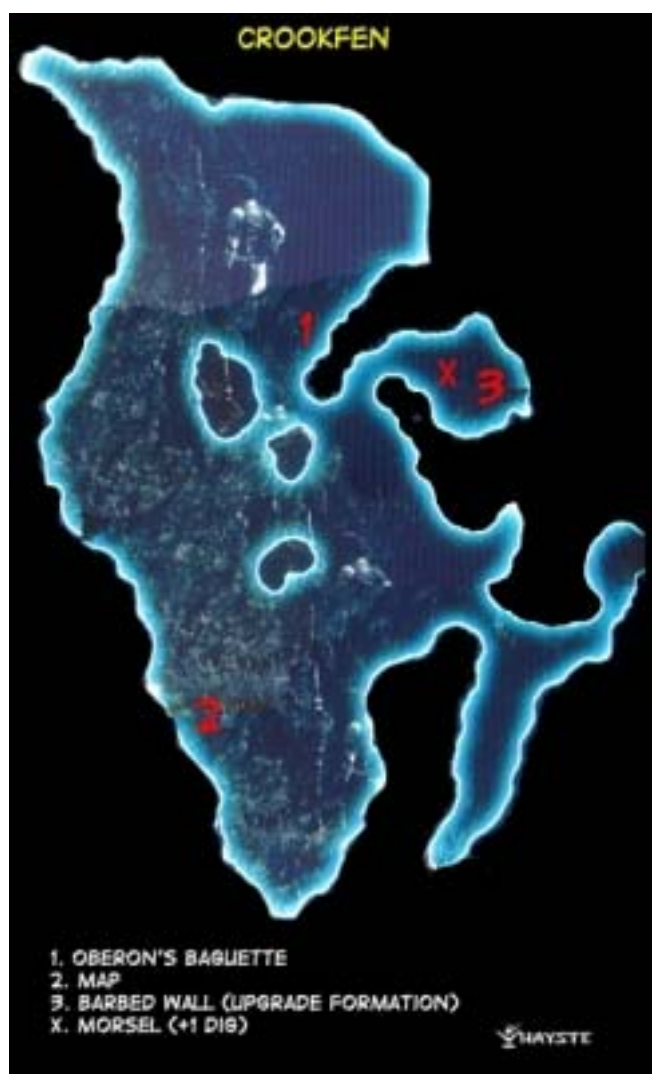
Berechveltelle

Exit south to unlock Crookfen. The other exit is blocked at the moment.



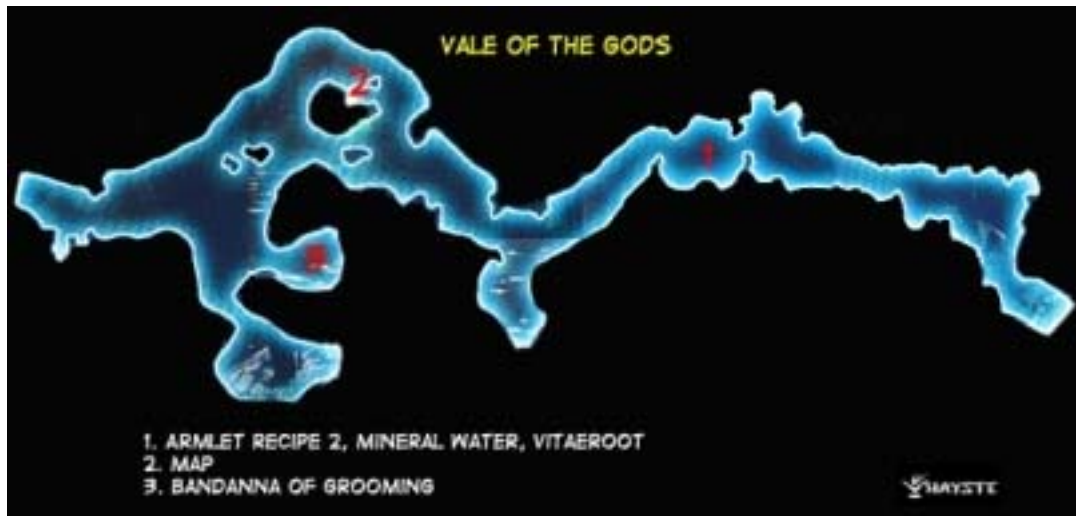
Crookfen

Clear to unlock Melphina



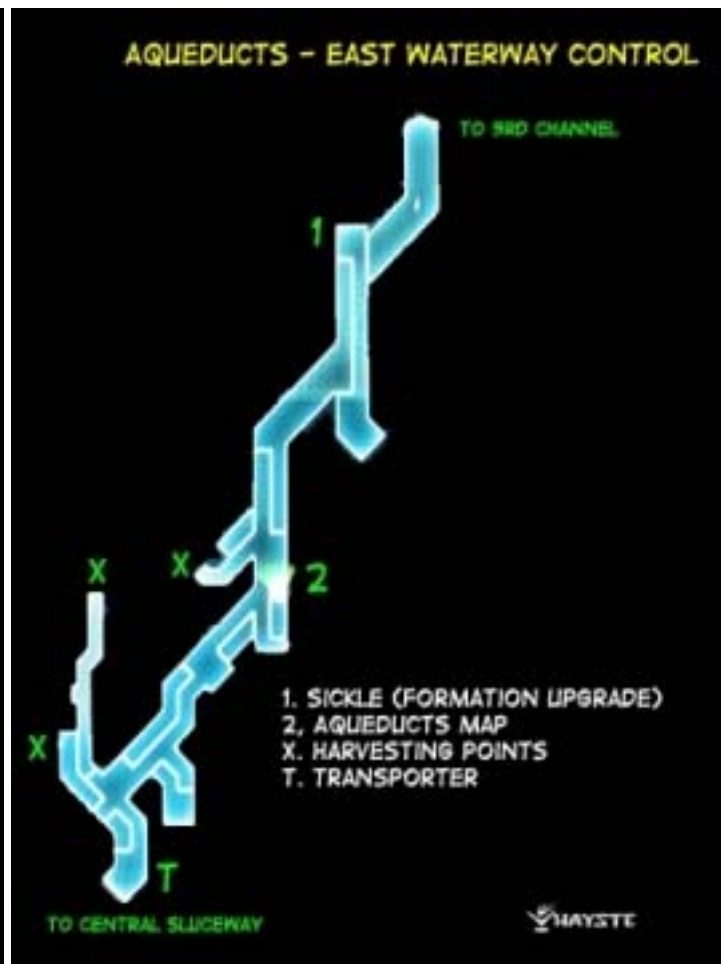
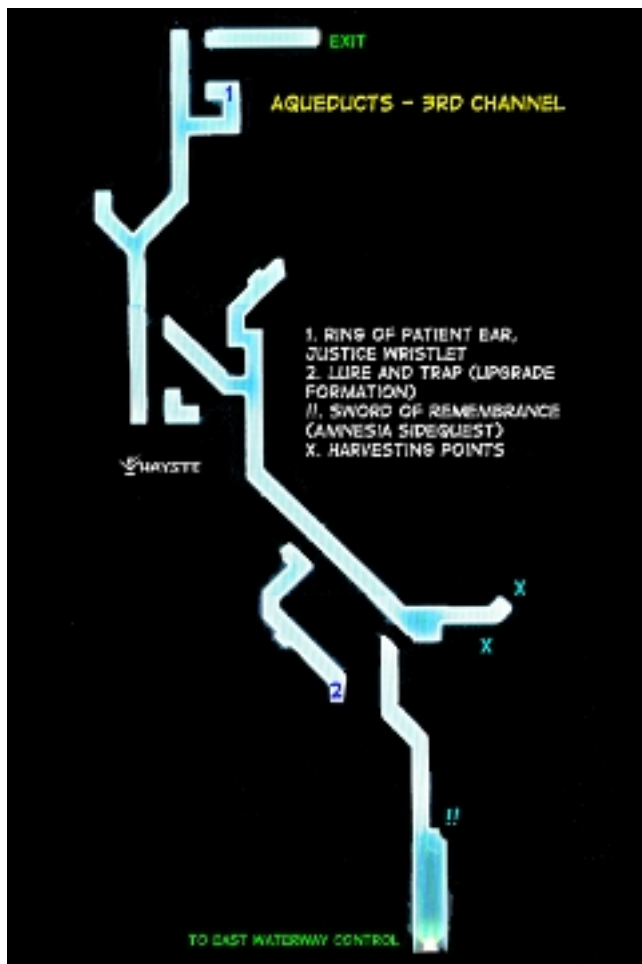
Vale of the Gods

Exit west of the Great Sand Sea. Clear to unlock Baaluk



Once you're ready to proceed with the story, head back to Sudenalm in Nagapur. Head east to find Emmy. Prepare your equipment and unions then talk to her. Follow the path until you reach David. Talk to him and you'll be taken to a new area.

Aqueducts



Defeat the Barbarossas here to complete a guild task from the Union of the Golden Chalice. Don't forget to pick up the shining object (!! In the map) because it is part of the Amnesia sidequest (if you still haven't completed it). The items and harvesting points are marked in the maps above so just refer to them for directions.



Once you've reached the Central Sluiceway, grab the item and don't forget to save before venturing further. Once ready, continue on to trigger your mini-boss battle. This battle isn't hard at all; just watch through the following scenes and the real fight begins afterward.



Mission: Defeat the Gates of Hell

This battle is probably one of the hardest battles yet. You should know that all of this boss' attacks damages a wide area so carefully choose your formation. Multiple unions may help in allowing others to flank the boss and score free hits but since the boss' attacks are quite powerful, it will be challenge to keep your HP up. You should be able to summon Cyclops which can act as your shield as you set up your party or heal. Another problem that you should be really aware of is its Pandemonium art. This will revive a fallen union directly under its control. The bad news is the damage the enthralled / controlled union won't change; that means if that union can deal 4,000 damage in one hit, expect your friendly union to die instantly if a hit connects. The general rule? KEEP YOUR PARTY ALIVE AND HEALTHY. Prioritize healing your team; don't let your guard down even if it's on critical HP. Who knows that tricks it will pull. Be very careful when fighting this boss since it can easily turn the tide of battle against you.



Wyrmskeep

After the battle and some scenes, you'll have the chance to check out Wyrmskeep. Get the item in the same room where you started from and explore the western corridors to get another chest. There is another boss waiting in the large room up north so make sure you've saved and you're prepared. Don't worry, since you were able to defeat the Gates of Hell earlier, expect an easier battle ahead.

Mission: Defeat Jager and Lob Omen



This battle isn't necessarily hard. Summon Cyclops when you have the chance, at least to get the attention of Jager and/or Lob Omen. As a general practice, eliminate all lesser unions and proceed in taking out Lob Omen first. It has more HP however its attacks are really dangerous, especially on prolonged battles so make sure to at least leave one union locked with Jager then have the other gangbang the Lob Omen. Keep your HP up as always. Once the Lob Omen falls, Jager won't be a problem at all.

After the battle, watch more scenes.



-END OF DISC 1-

As you start Disc 2, you don't need to proceed with the story immediately. You can do sidequests that are available now. You can also do some sidequests that you may have left behind during the story on the first disc. Remember that some quests are missable and can't be re-activated anymore. As previously mentioned, please refer to the Sidequests Section of this guide.

Quest: Infestation

Location: Baaluk

Task: Defeat the wave of bugs in the Great Sand Sea

Reward: Empty Aerial Insecta Shell, 10000G, Flail (formation upgrade)

Quest: The Successor

Location: Royotia

Task: Defeat the Steel Syndicate

Reward: Force Field, Allan recruitable

Quest: Love will Rise Again

Location: Balterossa

Task: Help Paris and Charlotte prevent the war

Reward: Rough Goblin Stone, Rough Mermaid Stone, Rough Leprechaun Stone, Rough Troll Stone, 20000G

Quest: The Desert's Legend

Location: Balterossa

Task: Find the great tower in the middle of the desert.

Reward: Claw's Grasp, Intermediate Costumization

Quest: The Assistant

Location: Melphina

Task: Gather Various ingredients for the scientist.

Reward: 400G, 800G, 1600G respectively

Quest: The Slave Traders

Location: Nagapur

Task: Rescue the kidnapped girl

Reward: Linen Belt, 5000G

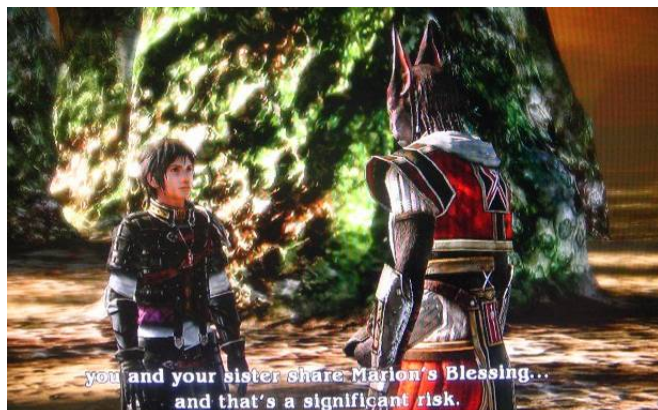
Athlum

Prepare your team. Once ready, head to Fornstrand which should be unlocked as soon as you pull out the World Map.

Fortstrand



Fight your way to the Cape of Delusion. You can boost your party's stats here after every battle by fighting one enemy at a time, and letting them ambush you. (Unless your party is uber-leveled at this point) There is no boss battle in this area but don't forget to save once in a while. Upon reaching the Cape of Delusion, watch more scenes; even a surprise appearance of the people you have helped in your sidequests. Return to Athlum afterwards.



Athlum

Head to the castle and watch the scenes. Head to ElySION afterwards. Head to the Assembly Plaza. Watch more scenes then return again to Athlum. Enter the Castle for more scenes. You'll have free time afterwards. Use this time to complete some new sidequests.

Quest: The Silver Falcons (Part 3)

Location: Balterossa

Task: Defeat the enemies

Reward: Wishing Coin, 30000 G

Quest: The Fated One

Location: Athlum

Task: Help Emmy win the duel

Reward: Superior Targe, Ring of the Labyrinth Guild, Jager recruitable

Quest: Kosmosfest

Location: Nagapur

Task: Clear monsters in Fornstrand-Realm of the Sea Monster

Reward: Sapphire Crystal x 2, Snowy Crystal x 2, 5000G, Sheryl recruitable

Tip:

Quest: The Tablet of Marshall

Location: Athlum

Task: Get the tablet from Marshallton/Numor Mines

Reward: Tablet, Namul Niram summon for Emmy

Once done, head to the castle again for more scenes. Irina will then join your party. You max unit cap per battle will increase to 18, max leaders to 18 and up to 20 soldiers recruitable. Create your unions. Make sure to let Irina join your active ranks since her recovery and revival arts are top notch- which will certainly come in handy during tough battles. Head to ElySION afterwards.

ElySION

Go the assembly plaza first. Then head to Celapaleis castle. Head to Ghor Castle for more scenes afterwards. Finally, head back to Athlum. Make your preparations then exit to the world map. Bases 1-6 and Koenigsdorf will appear. You'll need to clear all 6 bases in order to access Koenigsdorf. As a sidenote, make sure to talk to the Duke of Ghor between base battles; this is required to unlock a sidequest further in.

The Six Bases

Base 1

You'll need to fight several unions in each base, then defeat the boss afterwards. Be careful when fighting each base's bosses; losing to them means that you'll need to go through the initial battle again. Avoid splitting your party too wide apart. Don't march to the enemy's location hastily without defeating nearby enemies. Remember that reinforcements will arrive after clearing each wave and they may surround your party if you're not careful.

Each base has its own defense squad which acts like the commanding unit or some sort. Defeating them ends the battle immediately, regardless of the remaining enemy forces. Unfortunately, you won't be given a chance to save your game. After a brief scene, you'll face the commander of the base.



Mission: Defeat Snievan

This is just a generic battle; no special strategy needed. His special art is similar to Torgal's but it is not that threatening to keep you on your toes.

Reward: Obsidian

Base 2

Mission: Defeat Zuido

Beware of his Giant Press and Hyper Hammer attacks. Keep in mind that whoever engages the boss will be flanked by his unions. Even if you don't want to, the boss will always engage one of your unions so send your union with high HP and defense. Have your other unions proceed with eliminating the smaller unions. Remember to keep your HP up as always; don't hesitate to use the "Keep your HP UP!" or "Hang in There" commands whenever it is up since you won't know what is going to happen next.

Reward: Obsidian



Base 3

Mission: Defeat Ludope

This is one annoying battle. Not only that I personally hate Qsitis, but this is one battle that will keep you on your toes. Ludope's mages cast area-affecting spells that also inflict status ailments, use high level recovery spells and even call allies (Cavalry Call II). Eliminate them no matter what! Only two mage unions are enough to turn the battle against you.

Ludope will use the Galaxy II attack which damages everybody. You'll probably lose one or two unions during the first turn since after enduring that attack, enemy unions will likely flank one allied union at a time. Keep your HP up and avoid engaging other units except the mages. Always bring your friendly unions back, even if you lose a turn. Irina's Kiss of Life or the item art Vivification Tincture will be really handy in reviving your unions with full HP. Ludope also has Maledict (inflict curse) and Bewitch attacks where the latter has the chance to enthrall/control a friendly union and turn them against you. Just prioritize in eliminating the mages and the rest of the battle is pretty much manageable.

Reward: Heartache



Base 4

Mission: Defeat Hannah and Hinnah

Oh, the lovely twins. They love using stat-reducing arts which is actually good most of the time since it will give you a chance to recover your HP. Their "Twin Snowpetal" attack damages every friendly unit, and has a high chance of inflicting Freeze. As usual, take out the mages first. This will be quite a challenge since there are two bosses this time, so you may need to dedicate two of your top unions to stand up and engage the ladies. Keep your HP up as I always say, since they tend to be pretty unpredictable.

Once the lesser unions are taken care of, concentrate on taking Hinnah (gray haired girl) first. If you take out Hannah first, then Hinnah will use Overdrive which increases her damage and enables her to attack multiple times in a single engagement. She will also use Total Domination which has a high chance of entralling your friendly units. Concentrate your forces to one of the twins and leave at least one union to keep the other busy.

Reward: Nightbloom (Emmy), Heart of Loyalty x3

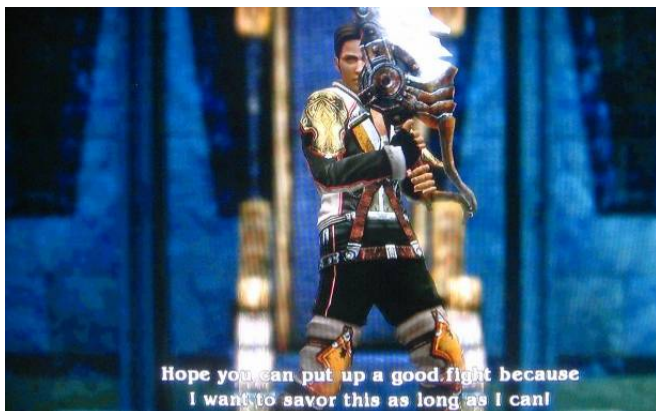


Base 5

Mission: Defeat Young

Don't mind this bastard's rash behavior. He's one tough nut to crack so you'll need to muster all your forces to defeat him. One thing you should know is that he never stays engaged with one union only; expect to have your reviving/ healing unit to be intercepted whenever they attempt to do their jobs. He also loves to use a multi-hit attack called Brawl that damages all deadlocked (and multi-deadlocked) unions. His normal attacks are fairly powerful to start with, not to mention that he has backup mage unions. Always attempt to take out the mages or they'll pose bigger problems with their status-inflicting, area-affecting mystic arts; not to mention that they will always use Revitalize V whenever they have the chance. Keep your party's HP at full and revive any fallen members. You'll need every hand available to take this thug down.

Reward: Frostblade (David)



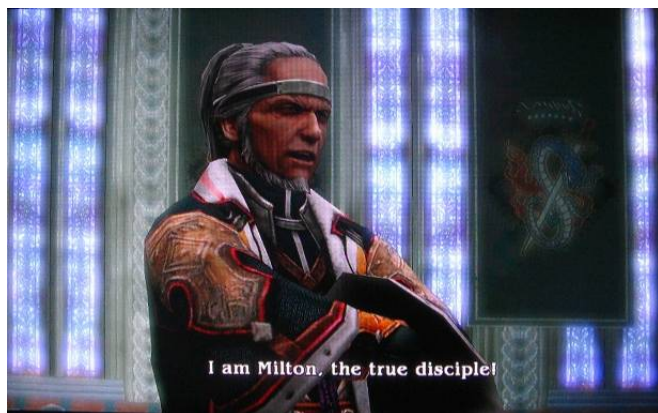
Base 6

Mission: Defeat Milton

Compared to your last battle, this one is a lot easier. However, you'll know what the old man is capable of when he reaches critical HP. For most parts of the battle, he will just use Stun Traps that will black out one of your units, preventing them to act/ react for the entire turn. As usual, take out those freakin mages first, then the lesser unions. Fortunately, this old man stays engaged with the union deadlocked to him so you can use that advantage to buy time for your other members to flank lesser enemy unions or to revive/heal party members.

Once Milton reaches critical HP, he will use Iron Will which greatly increases all his stats and will allow him to attack multiple times. This is sure to take out one union with just 2-3 hits. Avoid engaging him during the turn he activated this art or you'll just end up with a pile of bodies to revive. Compared to the other bosses, this one probably has the most HP so expect this battle to take a while, even with the help of special attacks.

Reward: Wonder Bangle (Blocter), Heart of Loyalty x3



Don't breathe the sigh of relief yet; there is another boss battle after this. (What are those guys that made this game thinking?!) Watch the scenes and you'll need to face yet another familiar boss.

Mission: Defeat Cyclops

At the start of the battle, it will use its own version of Gae Bolg. Don't worry, it is not the one-hit kill machine that David is using; however, expect heavy damage from it. Avoid engaging the boss during the first turn. Have your units act on their own or keep them on standby so they won't receive extra retaliatory damage from Cyclops. Once you have your HP recovered, surround the big guy and unleash whatever you have. It seems that it uses Gae Bolg every 3rd-4th turns so make sure your party has full or above 80% HP by then. Its attacks are pretty much the same ones that it uses when fighting on your side. Just keep on attacking it while keeping your party healthy and you shouldn't have any problems with this.



Watch more scenes and you'll be taken back to the World Map. Now you can do what you so eagerly wanted to do earlier... **SAVE.**

There are two sidequests you can do at the moment but they are certainly worth doing now. Check their details in the sidequests (Disc 2) section of the guide.

Quest: UFO?!

Location: Nagapur

Task: Find and defeat the Lob Omen four times in Wyrmskeep

Reward: Lob Omen Summon for Jager, Divine Metal x3, 10000G

Quest: Seeker of the Ancient Path

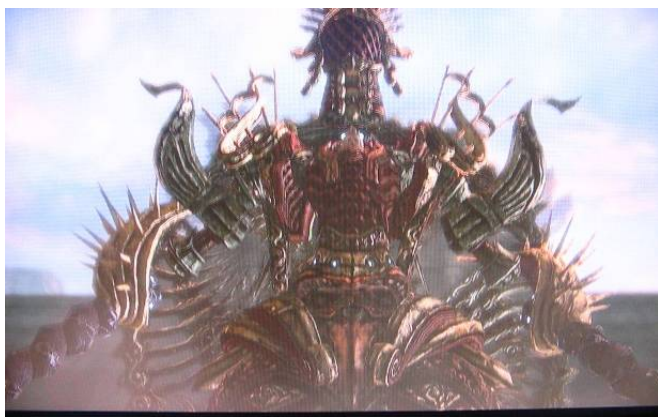
Location: Melphina

Task: Investigate the area

Reward: Amethyst Orb (ability to use Psionics), Yuniver recruitable, 1st Path Unlocked

Once done, you may head to Koenigsdorf. Make sure to save before entering the area because you'll be in a boss battle immediately as you enter.

Koenigsdorf



Just like before, you'll need to wither down the enemy forces as you approach Ala Melvilana. Don't hastily approach the enemy frontlines or you'll end up getting surrounded while engaged with the main boss. Always consider summoning additional hands (Cyclops, Namul Niram or Lob Omen) whenever they're available since this will really make the battles a lot easier. Once you've reached Ala Melvilana's lines, more enemies will appear from behind so make sure to send your strongest union after the boss to get its attention while the other allied unions engage the lesser enemy unions. Once done, surround the boss. Make sure to heal often since it does have an all-party attack called Hurricane. Take note that he only activates it after charging with Cyclone. Its Run Amok attack will certainly hurt a lot so make sure to prioritize healing and revival before anything else.

Athlum

Watch the scenes after the battle. You'll be back in Athlum. Irina will temporarily leave the party. You'll need to rearrange your unions if she is part of your active combat party. Your next destination is Darken Forest. As usual, there are new quests you can take.



If you haven't recruited Loki and Nora yet then, this is the time to do so. They are both required for their own respective sidequests. They can be recruited from Athlum's Union of the Golden Chalice. They are not that expensive either.

Quest: Kate and Rhagoh

Location: Celapaleis

Task: Rescue Kate in Robelia

Reward: Ruby Crystal x 2, Emerald Crystal x 2, 5000g, Kate recruitable

Quest: The Ladies of Bloody Alice

Location: Melphina

Task: Defeat the 3rd committee

Reward: Ruby Solitaire, Emerald Solitaire, Sapphire Solitaire, Ivory Solitaire, 12800g, Ring of Labyrinth Elysion Branch opens

After these sidequests, head to Darken Forest next.

Darken Forest

The new enemies here (Glanagos) drops Metallic Studs which can be sold or broken down to components. They drop it often so expect to have multiple copies of this accessory. Continue north until the ambience changes. There will be a new path available so just follow it until you reach a large door leading to the new area. Refer to the map below to help you navigate the area. Make sure to save before proceeding to the exit since a battle is waiting for you.



You'll face 3 pairs of Animas. They don't have that much HP so expect them to die quickly. However, this battle may appear to be harder than expected, because of their ability to bewitch your allies - with high success rate. Make sure you have five unions in this battle and have at least one member that can use revival item and mystic arts; as you may have known, the only way to cure a bewitched ally is to kill them and revive them. Their deathtouch and other attacks are pretty much enduring but you'll really have a hard time curing your allies and reviving them during the start of the battle. As much as possible, concentrate your attacks to the same enemy union until they are terminated.

After the battle, watch more scenes and you'll be back in Athlum.



Athlum

Irina will rejoin your party. Make your preparations then head out. Mt.Vackel will be unlocked in the map. As usual, there are some sidequests you can do at this point of the game. Once done, head to Mt. Vackel.

Quest: The Gates of Deceit and Sword of the Dead

Location: Ghor Castle

Task: Help the Duke find and defeat the third committee

Reward: Trap Formula, Ring of the Ancient Castle guild opens, Duke of Ghor recruitable

Quest: Hearts

Location: Elysion

Task: Talk to Haruko in the pubs of major cities as she studies their remnants. Retrieve the Dead Heart

Reward: Dead Heart, 7500G, Haruko recruitable in Ring of Labyrinth, Elysion branch

Quest: The Fallen

Location: Baaluk

Task: Defeat the Fallen before it casts Armageddon.

Reward: 250000g, Breath of the Omnipotent, Alabaster Orb (Wards), Wyngale recruitable

Witches in the City

Location: Underwalt, Balterossa, Royotia, Melphina, Baaluk

Rewards: Prismic Ring, Roseraphim Bracelet, Crimson Ore x 3, Verge of Victory, Amber Orb (Hexes), Khrynia recruitable in Elysion

Mt. Vackel

Refer to the maps below to help you navigate this area. Heaven's Lord (guild task rare monster) may appear guarding the exit. Underwalt will appear in the map after exiting this area.



Underwalt

Check out the shops if you want, then exit to the City Map. Enter the Castellum for a scene. Use the transporter and you'll be taken to a place beneath the city, with the layout that is very similar to Elysion's Ark. Just continue along this straight path. Use the pedestals on the next screen, with some minor, annoying and pretty worthless

detours caused by the moving blocks. Enter the last large door. Watch the following scenes and you'll be taken back to Athlum.



Athlum

Prepare to head out. Once done, head to the Holy Plain to proceed with the story. If you want, you can take care of the last few sidequests in the game at this point...

Quest: The Villain and the Sightless Girl

Location: Athlum

Task: Find the flower at the top of Mt. Vackel

Reward: Hurricane (formation upgrade)

Quest: The Distant Promise

Location: Athlum

Task: Join David in Fornstrand

Reward: Pyramid (formation upgrade)

Quest: History's Boundary

Location: Underwelt

Task: Help Glenys recover her town's artifact

Reward: Spear of Origin, Arch formation

Quest: Things Unchangeable

Location: Athlum

Task: Simply listen to her story

Reward: 1000000 G, Dream's Edge

Holy Plain

Make sure to save first in the World Map and you have lots of healing/recovery items before going in; you'll have a long battle ahead of you. Watch for the scenes and the battle starts immediately.



You should already know how to deal with multiple waves at this point. The assist teams (healers/support) and mystic teams (offensive, all-party magicks) should be your priority targets. Send your strongest unions against them; they will prolong the battle to your disadvantage if they're left alone. Always remember to keep your HP up since enemy reinforcements will most likely flank your unions while deadlocked. Also, make it your utmost priority to summon any of your Remnants when you have the chance; this will help divert the enemies' attention away from your forces as they whittle away the enemy defenses. You'll need to defeat roughly around 80+ enemies here so you'll get the point on how many unions you'll need to face.

Furthermore, always save the beastmaster/dragon unit last; it won't march to your location and engage so it will be to your advantage (and relief). It will use Desperate Wail from a distance though. Once done, surround the beast and concentrate your attacks. Be reminded that aside from the normal dragon attacks you may have encountered before, this dragon's normal attacks can really hurt a lot and some of the time, instantly kill a unit that has low HP. Just keep on attacking until this monster dies.

Watch the scenes after the battle. Head to Nagapur. Talk to Oswald in the second floor of the pub. Head back to the World Map and select the Sixth path.

Sixth Path

This is just a small area so you may head to the Final Fortress after collecting all the items. After reaching the Final Fortress, it should be a straight path leading to the Seventh Path. There is a chance that you'll encounter a rare dragon blocking the path as well.

Seventh Path

Refer to the map below to navigate the area and obtain all items needed. Make sure to save before opening the door past the transporter; there is a boss battle waiting for you.





Mission: Defeat the Icy Idol

There will be five Glanagos unions here. As always, if you need two unions to take down one, then do that. Concentrate on the lesser unions first since the boss won't use special attacks as long as you don't surround it with multiple units. Once the glanagos are taken care of, make sure to heal everybody before engaging the boss.



Some of its really damaging, all-party attacks are Palsy Skein (+paralyze), Maelstrom Insignia and Acid Rain. Its multi-hit melee attack called Impale deals multiple damage in a single target, with a chance of instantly killing it. Remember that it takes 3 units to deadlock it before the it can be flanked so any extra hand in the battle will be advantageous to you. If you didn't have that much problems defeating bosses up to this point, then this battle shouldn't be that hard to keep you on your toes.

Watch more scenes afterwards. Save your game, and continue to the ark and have Irina bind it. You'll be taken to the Sacred Lands.

Sacred Lands

This area is pretty straightforward but now enemies will start to appear. You must also use transporters to proceed deeper. It's your choice to engage the enemies or not. After you've reached the final elevator and you see the path leads to a large door, then save your game. The final battle awaits you inside. Watch the scenes and you'll be thrown immediately to a battle against Roegas and Castanea.

Defeating Roegas and Castanea



You must take note beforehand that killing either one of them will cause the other to use Overdrive II, which will enable them to perform multiple moves per deadlock. This can really mess up fight since they tend to use it every turn, and almost no union can survive 3-5 successful hits from their attacks. Between the two, Castanea is the most dangerous. He has all-party attacks such as Hammerspin and Kilohit. Roeas ain't that bad but with such low HP, she sure can die quickly. I suggest ganging up Castanea first then send your strongest union to get Roeas' attention. You don't necessarily need to go all-out while engaged with Roeas; just fight defensively against her until Castanea dies. After he's gone, you should have probably dealt 50-60% damage to her so even if she uses Overdrive II, as long as some of your units were able to flank her, you shouldn't have that much problem taking her down.

Once the two of them are defeated, the Conqueror will appear and your real battle begins.

Defeating the Conqueror



The Conqueror's normal attacks are already damaging as is, not to mention that it can occasionally kill a unit instantly. His Masterblow move will always kill an allied unit if it connects, not to mention that it deals critical damage to the union. His Blackout, Whiteout and Animate arts are all party-damaging attacks, but the most dangerous probably is the latter. It inflicts all status ailments (poison, paralysis, silence), which will prevent your guys from using high recovery mystic arts. If each of your union has at least one unit that can use recovery item arts, they will play a great role in keeping your team alive while recovering from that attack. If you're lucky, the Conqueror will only use this once in a battle. Alternatively, you can simply send your dying unit in a suicide run against the conqueror so you can just revive them later, HP fully recovered and status ailments erased.

Continue attacking whenever you have a chance. As a general rule, once somebody gets a chance to flank the conqueror, no matter how low their HP is, always consider ordering them to "Strike from the sides" or "Attack from behind" since they can get some free hits and won't get retaliatory damage in return. Have another union heal them instead.



After dealing around 50-60% damage to the Conqueror, he will transform to his "second form" by using Savage II. His new all-party attacks include Crimson Flare and War God, both very damaging, especially to the units closest to the impact point. Same tactics apply; however, there will always be chances that you'll refrain from attacking and concentrate on healing. In this point, a union or two constantly attacking from the flanks are one of your aces in winning the battle. A little later, the conqueror will use Photon Field, which will drastically increase his evasion rate. This will continue for two turns so once it's active, avoid performing all-out attacks to avoid wasting AP.

Always prioritize reviving and healing your allies, even if it prolongs the battle. You'll need every hand you can get to successfully overpower the Conqueror. Once the Conqueror's HP is blinking red, keep in mind that you may still need around 150K+ before you can defeat him so don't let your guard down at any time.

Watch the scenes after the battle and then the credits will roll.



Congratulations for finishing the game!

Post-game note:

The game will not offer any chance to save your game so when you load your game, you'll probably be in the Sacred Lands. You must use the transporter behind the last elevator to return to the world map and do whatever sidequests you may have missed or the guild tasks you're missing.

Also, since I am really, really off my deadline, I am afraid I won't be completing the Guild Tasks sections of this guide. If you wish to help me by adding the stuff I am missing, their rewards or tips how to get them, don't hesitate to email me: vhayste@gmail.com. I will respond to your email at the soonest time I can and also update the guide as long as I have compiled enough content, which should happen in a week's time. Of course, you'll have your name in the Credits section for everybody that is using this guide to see.

Thank you!

--Vhayste

Sidequests - Disc 1

Unsorted

Some quests will be available after finishing the certain ones. Also, some quests will only be activated by talking to the Barkeep or his/her assistant. They provide the latest scoop if there's one available. Also remember that not all NPCs that activate quests are isolated inside Locations. They can also be found outside so keep your eye out for that obvious red conversation bubble.

Most sidequests can be activated by talking to NPCs inside the pub. Exact locations of others will be described otherwise.

Quest: A Day's Beginning

Location: Athlum

Task: Deliver letter to a Yama

Reward: 100G

Tip: After agreeing, the game will take you immediately to Robelia Ruins. Just approach the large Yama there and deliver the letter.

Quest: Baulson

Location: Athlum

Task: Help Baulson rescue an aristocrat's kidnapped kid.

Reward: 500G, Baulson will be available for recruitment

Tip: The game will automatically take you Gaslin Caves. Just follow the path and a short cutscene will trigger. Win the battle to complete the request.

Quest: Mr. Diggs

Location: Celapaleis

Task: Obtain a light metal

Reward: 1000G, Mr.Diggs

Tip: You'll be taken in Gaslin caves again. Just search the harvesting points and you should be able to get a light metal without any issues. It is possible to search the same harvesting point to get a different set of items. You'll be taken back to the city once you acquired a light metal.

Quest: Secret Letter

Location: Elysion

Task: Deliver secret letter to the man inside Balterrossa Inn

Reward: Jade Orb

Tip: After activating the request, exit to the world map. Enter the Southwestern road, reach the other exit to add Balterrossa to the map. In Balterrossa, head to the inn and deliver the letter to the Cheeful man.

Quest: The Trade Route

Location: Athlum

Task: Escort surveyor

Reward: Gaslin Copper x6, Iron Ore x4, Jhana Alloy x2, Rough Spriggan Stone x1

Tip: A new area will be opened in Gaslin Caves. Head to the right and follow the tunnel. This is a fairly straightforward path in which you'll be occasionally given options that may affect the frequency of your encounters. I will be listing the choices and the effects. And since there aren't any offroad paths, you should be able to get the items.



- 1- Right - avoid fight
Left - Fight monster
- 2- Left - Leads to items, map
- 3- Choose to attack - Battle with 1 enemy squad only
Choose to wait - Battle with 4 enemy squads
- 4- Go on - no effect
Wait - Battle

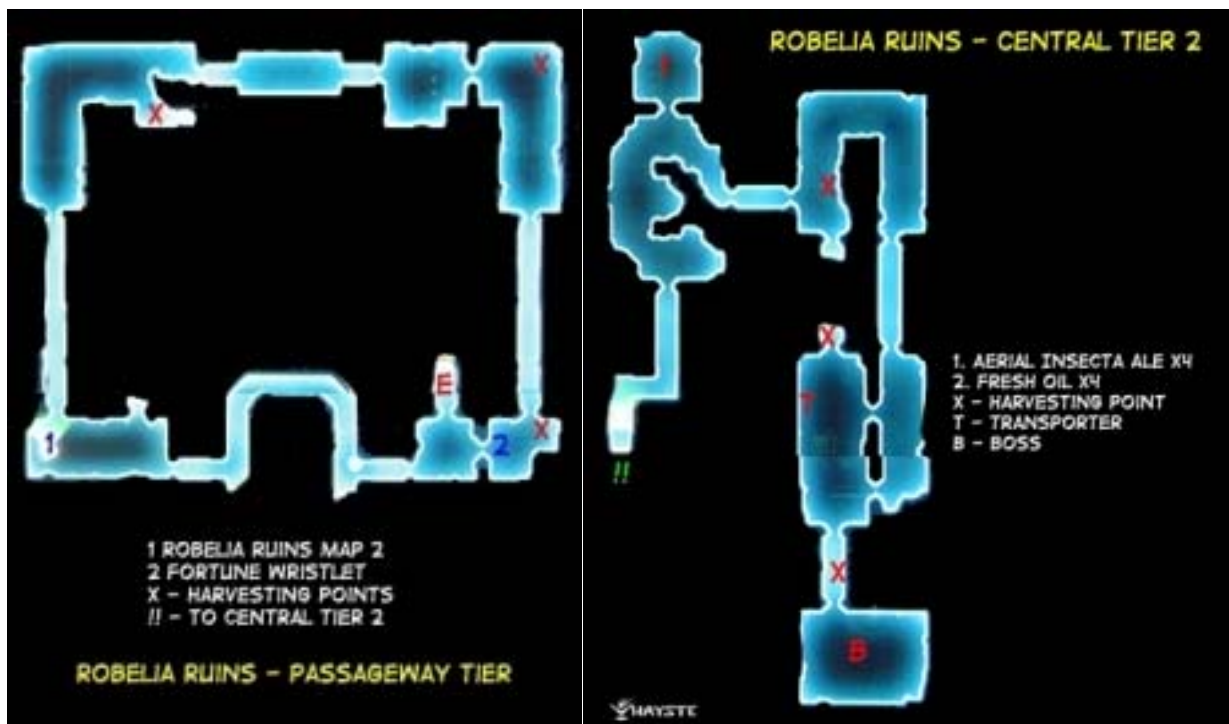
Quest: Bravery and Loyalty

Location: Athlum

Task: Defeat the Giant in Robelia Ruins

Reward: 1500G, *Mano Salia*

Tip: In Robelia Ruins, head north for a short scene. Take the ladder to the right to reach the new area. Refer to the map below to get all the items, including the map of the area.



Make your way to the new area in Central Tier and grab the items along the way. Make sure to save before heading to the boss area. Prepare and enter when ready.

Mission: Defeat the 3rd Committee Forces



If your battle rank is high enough, then you can just divide your forces evenly against each of the enemy squads. If not, try a 2-on-1 flank for one unit and while the others shall act as decoys. Concentrate on eliminating the weaker units then focus your attention on the giant and its partner. Beware of its curse attack since it can immediately decimate your party. You'll be taken back to Athlum afterwards.

Quest: Amnesia

Location: Balterossa

Task: Collect at least 3 things that will help Jorgen regain his memory

Reward: Jorgen recruitable. His class will depend on the things you brought him

Tip: This is a long quest; you can collect the things needed by doing other quests. You may check this [thread](#) for more info. Below is the rundown of the items you may collect and what item combinations are needed to determine Jorgen's class when you recruit him. Credit goes to Arthaiin of Gamespot forums for this very helpful tidbit.

First Piece: Letter of Remembrance - Vale of the Gods (Right near the entrance on the rock by the diving dig point). You unlock it by heading out the west entrance of The Great Sandsea Desert which itself is unlocked through a quest.

Second Piece: Bandanna of Remembrance - The Southwestern Road (At the base of the rock wall to the right, before the first bridge and after the first alcove).

Third Piece: Belt of Remembrance - Near the Valeria Heart : Shiny thing behind Yama. Can be obtained after the fight at the Nest of Eagles story event.

Fourth Piece: Book of Remembrance - In Melphina: After you enter the city immediately to the right (Directions are obtained from the Bartender in ElySION after a certain point in the story).

Fifth Piece: Boots of Remembrance - Near the end of the Blackdale Second Entrance. (Opened by accepting the side quest from the White Yama in Ghor. Ghor is out the west side of the Heroic Ramparts which is unlocked after a story line event).

Sixth Piece: Staff of Remembrance - Near the Final Fortress in the Fourth Sidenbur Path. (This is opened through a side quest. It's the second chain in the Knights of Melphina side quest).

Seventh Piece: Sword of Remembrance - Aqueducts, at the very end of the first area. It's right beside the second underwater dive point. (This is opened very late in the game, it's a story line dungeon).

Classes

Warrior (Sword, Staff, Bandanna)

Sage (Book, Letter, Belt), (Staff, Book, Letter)

Adventurer (Sword, Belt, Boots)

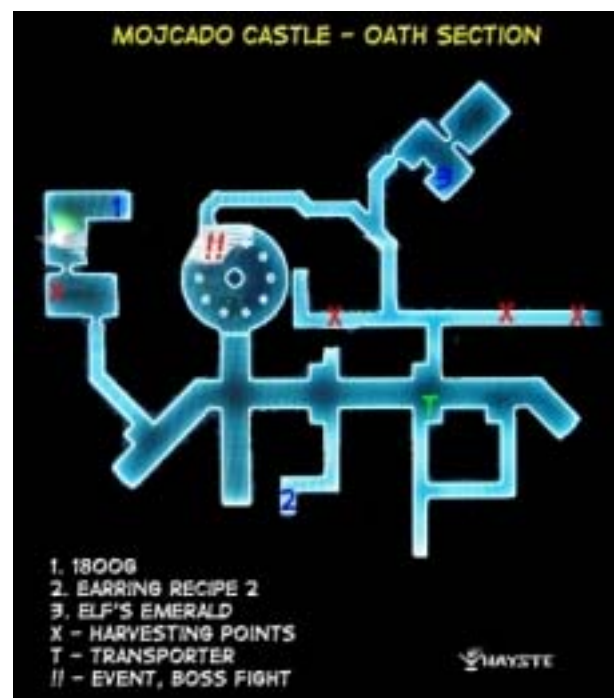
Quest: For Love the Bell Tolls

Location: Balterossa

Task: Escort Paris in rescuing his beloved

Reward: 2255G, Godstone of Love

Tip: Talk to Paris in the second level of the Location. You'll be transported immediately to Mojcado Castle. Make sure to grab the items as displayed in the map below. Also, you can check the isolated areas of Senecio (west) and Phoenix (east) sections of the castle. You can grab **Wroth Volcano** (formation upgrade) and a dig point in Senecio while you can get **Restoleaf x3** and **Relaxing Herb x3** from the closed area of Phoenix. You'll explore the entirety of the two sections in a later sidequest.



After reaching the Oath section of the castle, collect the treasures here and head to the large circular area in the middle. Make sure to save in the corridor before the open area. Approach the mage for a scene and boss battle.

Mission: Defeat the Assassin



This isn't a hard fight at all. Just treat this like normal battles would and you should win in a few turns time. Just like always, take care of the other units first before going after the main boss.

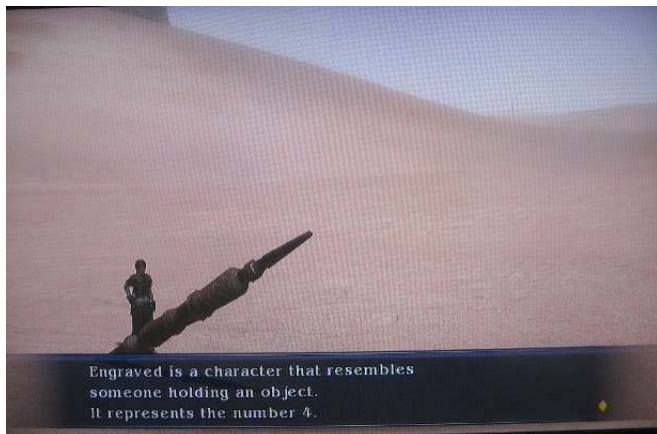
Quest: Silent Soul

Location: Balterossa

Task: Find the treasure of the lost kingdom

Reward: Godstone of Souls

Tip: Talk to the Scaredy-cat magus on the second floor of the Location. She'll give you a Scribbled note containing a code: **C-4-B-E-A-1**. You'll be transported immediately to the Great Sand Sea. It may seem troubling at first since this area is rather large. Each pillar is coded with numbers and letters that you need to examine in order according to the code provided to you. Don't worry though, the pillars you are looking for are lined up in a x,y fashion. It doesn't matter if you examined a different pillar; the sequence will only trigger if you examine the correct pillar. For easy navigation, once you spot a pillar, just follow the them in a straight line.



Once you completed the sequence, a kid will appear on the last pillar. Take note of the direction where he is walking away. Follow the direction where the kid is walking. You'll know that you're in the correct direction if you just ran past a transporter. You should spot the kid immediately to the SW. Head to the spot where he is standing and examine the shining object on the ground. You'll be transported immediately to Balterossa.

Quest: The Hero

Location: Balterossa

Task: Defeat Mantroskylo in the Great Subterranae

Reward: 2500G, Honor of Determination, Vanguard (new formation)

Tip: You'll be spending quite some time in this area. I suggest heading to the Tranquil springs first to get the map so you can easily navigate this hellhole.



Once ready, head to the Sandfall Labyrinth. You'll need to acquire the Divine Statue first to remove the power of the steles. Also, beware of the Wyverns since they can easily decimate your party if they get the first strike. Make sure to save often before tackling a large group of enemies. Refer to the map below to know the location of the Divine Statue and the steles.



After unpowering the steles, a transporter should appear just before the sea of sand. Use it to get to the other side. Make sure to save first and prepare for a boss battle. The item on that isolated island where the boss is will be accessible on your second visit in this dungeon.



Mission: Defeat the Mantroskylo



Depending on your rank, this battle could be easy or troublesome. But even if there is only one target, don't let your guard down. To be safe, always consider healing your party while attacking whenever you have a chance. This boss unleashes group affecting arts that may damage multiple characters in your party. If you want you can gang it up with normal attacks to conserve AP then use combat arts at full. After defeating this boss, you'll be returned to Balterossa immediately.

Quest: A Single Soul

Location: Celapaleis

Task: Find flowers in Darken Forest

Reward: 5000G, Rhagoh recruitable

Tip: Talk to Rhagoh in the Location. You'll be taken immediately to the Darken forest. The area is rather small so there isn't that much exploring you can do. Just find the map of the area and search some harvesting points. Make sure to save before going to the northeasternmost part of the map. When ready, approach the man to trigger a boss fight.



Mission: Defeat the enemy

You'll start the battle surrounded by 3 different enemy units. If you have 3 squads, have each of them deal with them individually. If you have four, then have two squads flank on the feralwood since they appear to be sturdier than the others.

You'll be returned to Celapaleis after winning the battle.

Quest: The Dreaming Rose

Location: Celapaleis

Task: Bring home the runaway wife of the Baron

Reward: Gaslin Copper x2, Natural Oil x3, 1000G

Tip: You'll be transported in the Ivory Peaks. Just head to the Mural to find the Baroness and her bodyguard. You'll be in an easy battle against some monsters after talking to them. Just defeat the monsters and return to Celapaleis for your reward.



Quest: The Ancient War

Location: Beltarossa

Task: Defeat the ancient dragon.

Reward: 20000G

Tip: Talk to the lady soldier inside the Location in Balterossa. Exit to the City Map then head to the castle. Talk to the Chief of Staff. I suggest rearranging your troops to *Vanguard* or *Batwing* formations if you have them. I would recommend having 3 teams with four people rather than the 4t-3p setup. Talk to the chief of staff again to initiate the battle immediately.

Mission: Defeat the enemy



This battle may be a difficult one since this boss can easily wipe out your squads with a wide area attack. Fortunately, the enemies present won't be that aggressive that they'll come to you. They'll be on standby mode until you approach them yourself. With that said, avoid charging to the boss immediately; you need to muster all your forces in order to defeat this large dragon. You may clear the minor enemies first, heal yourselves if necessary or standby to store up AP then charge the enemy. You'll need to deal as much damage as possible per turn since the longer you prolong the battle, the more chances that the odds could turn against you instead.

If you have support skills, like Red Potions or Double Time, don't hesitate to use them. This enemy can take on multiple deadlocks so don't expect free hits that often. As a precaution, always keep your party's HP above 60%; its Vulcanbreath can easily take you guys out though it seems to use it only after every 2nd or 3rd turn. Its normal attacks and combat arts are no joke either; its Deathly fang will surely take a good chunk of your HP if all hits connect. This beast has a tremendous amount of HP so whenever you have a chance to execute Rush's *Omnistrike* or Dave's *Ex Machina*, make sure to grab that opportunity. You'll be healing and reviving a lot here so don't ever attempt this battle without 1 or 2 members of each team knowing *Restorative Herb III*, *Restore III*, *Restorative Tincture* or *Vivification Herb*.

Quest: A War of a Thousand Years

Location: Balterossa

Task: Defeat the Absolute Queen

Reward: Rough Elven Stone x1, 2000G

Tip: Talk to the Conspiracy Nut Theorist in the Balterossa Location. You'll be transported to the Great Subterranea automatically. Head to the Sandfall Labyrinth and use the red transporter you used to reach the isolated island across the sands. Approach the monster and defeat it to earn the reward.



Mission: Defeat the Absolute Queen

If you have defeat the Mantroskylo Dragon from the "Ancient War" sidequest, then this enemy is easy business. Just attack as you normally would.

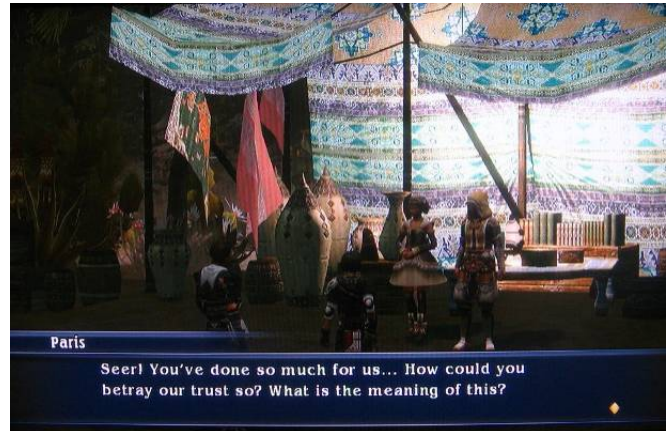
Quest: Goodbye, Sweet Love

Location: Balterossa

Task: Escort Paris and his girlfriend to meet the seer.

Reward: Bracelet of Grafting, 3000G

Tip: Talk to Paris in the same spot you talked to him for an earlier mission. You'll be taken to the Great Subterranea automatically. Head to the tranquil springs and fight your way to the SW corner of the map. Approach the seer's abode for a short scene and a battle. This is a giveaway battle so I won't be writing down a strategy. Just defeat them, read through some shallow conversation and you'll be taken back to Balterossa.



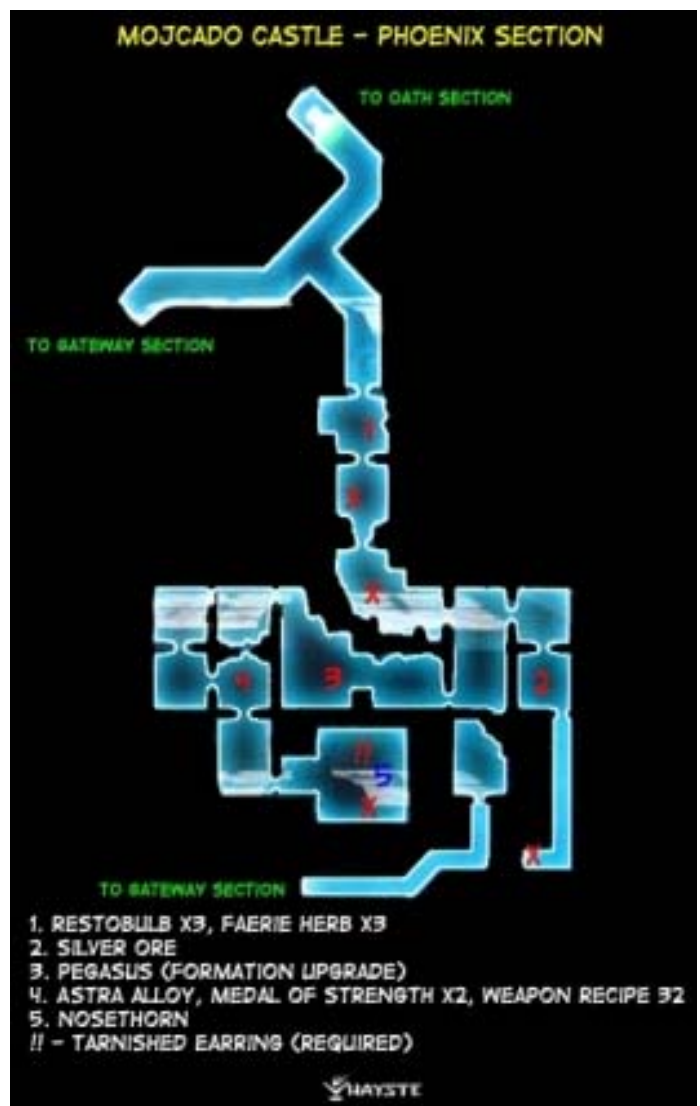
Quest: Blooming Flower, Singing Bird

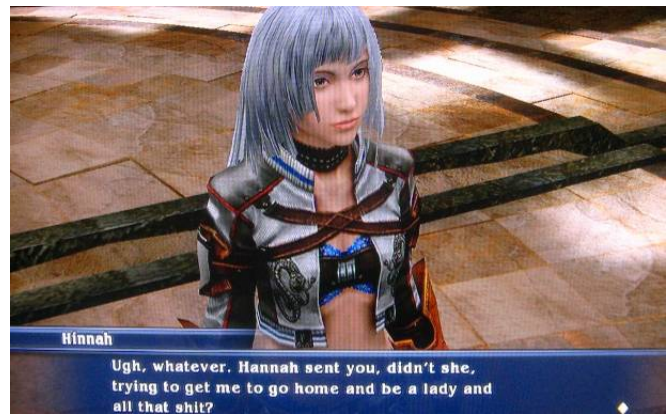
Location: Balterossa

Task: Find Hannah's sister and bring her back.

Reward: 2000G, *Aes Salia*, Snow Flake

Tip: Talk to Hannah inside the small room on the second floor of the Location. Once in Mojcado Castle, head to the Oath Section and go to the circular area. Defeat the worms surrounding Hinnah. After the conversation, pick up the shining object beside her. Obtain the [Mojcado Key](#). This key will allow you to open the padlocked doors and access the entirety of Phoenix and Senecio sections of the castle. Head to the west and explore Senecio section first since it contains the map that will cover both sections.





Gather the treasures from both sections and head to the location where the Tarnished Earring is. It will appear as a shiny object on the floor that you must examine in order to get it. Return the earring to Hinnah to complete the mission.

Quest: After a Day's Work

Location: Elysion

Task: Recover a special seed from the catacombs

Reward: *Shend Salia*

Tip: Talk to the white sovani on the second floor of the Location. Once in the Catacombs, engage those albic qsitis and continue defeating them until you get the seed. You'll be taken back to the Location once you get it.

Quest: When the Rose Blooms

Location: Celapaleis

Task: Find Violet (again)

Reward: Access to a new guild (Sword of the 3 Realms), 2000G, Violet can be recruited as a leader

Tip: You must complete "The Dreaming Rose" sidequest first

You'll be taken to Gaslin Caves again. This time, a new path will be available. Just follow it to reach the next area.



Once you've reached Gabriel, save first then talk to him. You'll be taken back to Celapaleis and will need to battle several groups of monsters. Defeat them all to complete the mission.

This guild will be accessible at the back at the Location in Celapaleis. The guild tasks will be different from what the Union of the Golden Chalice provides but they're pretty much categorized the same. (Bloodthirsty Warrior, Monsterslayer, The Collector, Leader Extraordinaire, Weaponmaster)

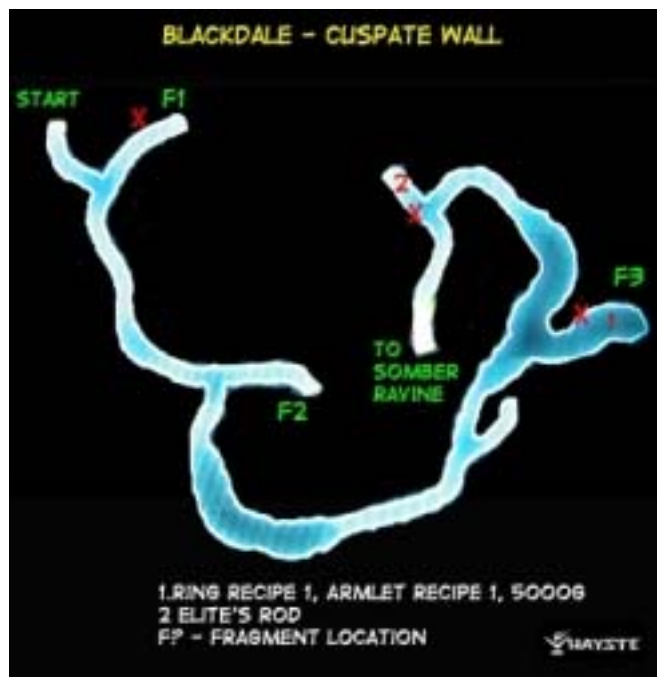
Quest: Slumber of the Lost Fragment

Location: Ghor

Task: Find the six fragments for the White Yama

Reward: *Aen Salia*, 4000G

Tip: This is one of the quests that you can get from someone outside the Location. Head to the southeastern part of the town to spot the obvious white yama with a red conversation bubble over his head. You'll be taken to the new area of Blackdale immediately. The fragments appear in the form of sparkling objects on the ground so keep your eye for them.



One of the nine items that is meant for another mission (Amnesia) can be found here as well. There is no boss battle here so you can relax. You'll be taken back to Ghor immediately after obtaining the last fragment piece.



Quest: The Standoff

Location: Ghor

Task: Win the tournament

Reward: *Tak Salia*, 3000G, Basic Customization

Tip: Head to the Location to find Blocter. You'll need to win 3 matches in order to complete this sidequest. Save your game and talk to Blocter again. After every battle, you'll be returned to Ghor to save and resupply.



- 1st Round: Wild Dragon, Weredragon, Azhdaha
- 2nd Round: Ferocious Dragon, Bunes, Torpedoes
- 3rd Round: Hero Slayer, Demon King, Demon

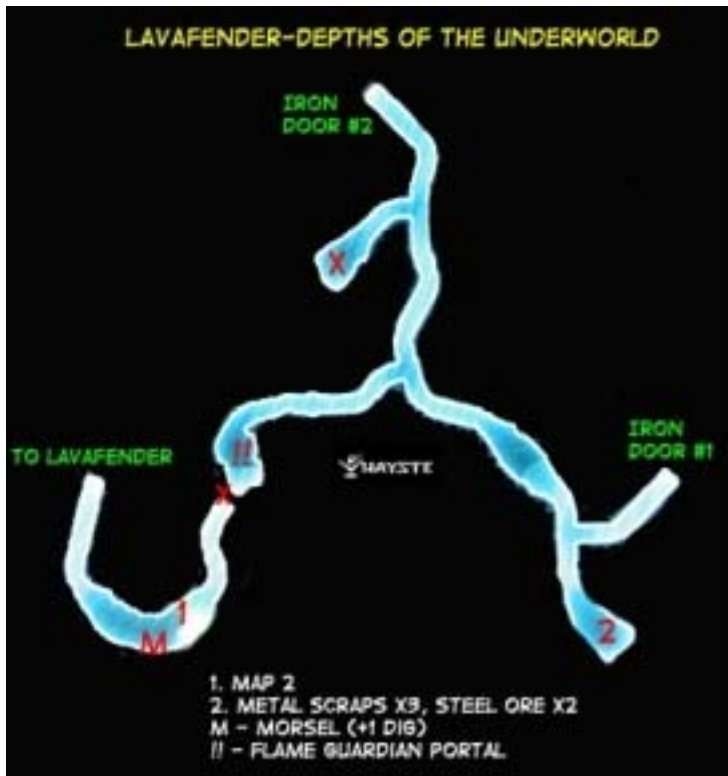
Quest: Into the Abyss

Location: Lavafender

Task: Speak with the Flame Guardian

Reward: *Manoryll Salia*

Tip: Talk to the Royotia Guard in the Location. Head to the castle. Talk to Priam to get the Blazing Key. You can now open large iron doors inside Lavafender. The area where the flame guardian is located is rather small and easy to find. Once you have talked to the Flame Guardian, you'll be taken back to Royotia Castle and receive your reward.



Quest: The Wanderer

Location: Royotia

Task: Find the old man that ventured inside Lavafender

Reward: *Vys Salia*

Tip: Talk to Grandma's Girl in the Location. Fight bandits along the way. Open your map, and find the branching paths in the middle-right. The old man is located in the dead-end leading south. Defeat the enemies and the mission ends automatically.

Quest: Fiery Revolt

Location: Royotia

Task: Defeat Vespalia

Reward: Pivasalia

Tip: You must complete "Into the Abyss" first before you can unlock this sidequest. You can battle this boss with a minimum of 3 shards. These shards are actually named "-salia"; these are the same items that are rewarded to you by completing certain missions. If you collect all 9 shards, you'll obtain Vespe (sword), Takshend (Shield) and Manrynell (Bangle)

All shards can be obtained from the sidequests below. Just search this document to know how to complete each.

- Bravery and Loyalty
- Blooming Flower, Singing Bird
- After a Day's Work
- Slumber of the Lost Fragment
- The Standoff
- The Rainbow Bond

- Into the Abyss
- The Wanderer
- The Losing Game



This boss will start the battle cursing every union. Fortunately, it will only do it once per battle. Unfortunately, it won't stop using curse unless it successfully inflicts everybody. The objective in this battle is survive the first few turns; after your team recovers from being cursed then it should be easier from there on. You will probably fight this battle with botched (leaderless) unions so make sure every member in the team knows a recovery or item art, if possible. Vivification Herb will play a great role here in case your team doesn't have a revival art. Avoid including members with low HP otherwise this boss can easily take them out using its Gandiva attack. It has an area affecting Acid Breath attack that inflicts acid burn sometimes. Just keep everybody healthy during the entire battle and you should be able to outlast this cursed bird.

Quest: The Rainbow Bond

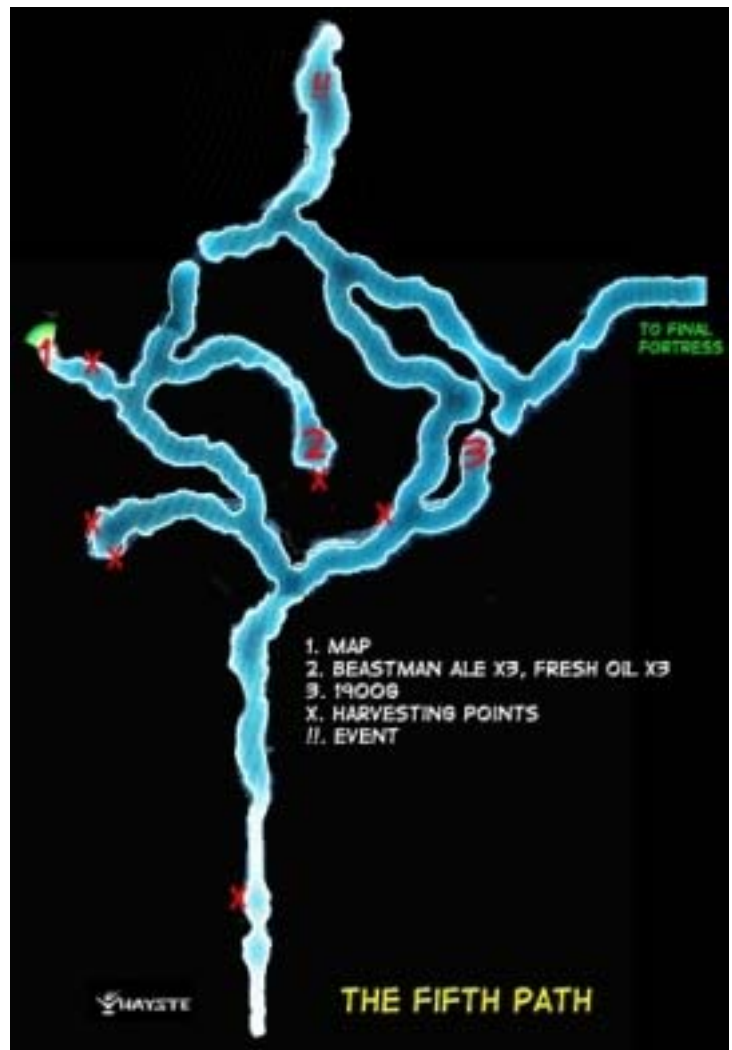
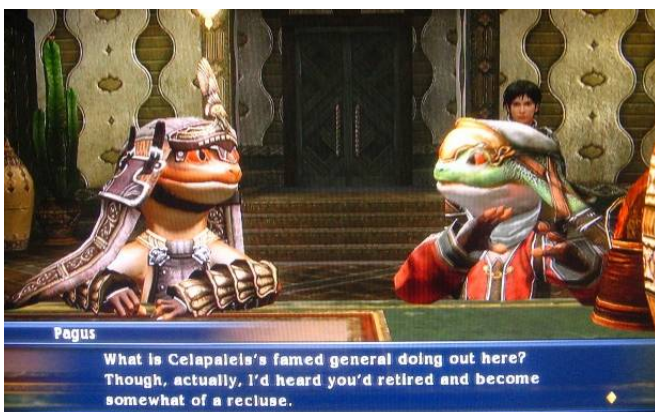
Location: Melphina

Task: Help Pagus and friends locate the Arco Iris

Reward: *Manryn Salia*

Tip: Go to the Location in Melphina and approach the Bartender. Watch the short conversation. Talk to Pagus then head to Royotia next. From there, talk to the qsti standing by the table. Agree to help the trio and you'll be taken automatically to the 5th Path.

Refer to the map to locate the various points of interest. Just make sure to collect all items and use all your dig counts before heading to the northernmost part of the map. Make sure to save as well before triggering the boss event.



Mission: Defeat the Ancient Dragon



Like any other dragons you may have faced before, this one has lots of HP and high defense, not to mention really damaging attacks. Try to hit with heavy attacks whenever you had the chance since the longer the battle, the more it will be to your disadvantage. Its Blaster attack randomly deals damage so beware with it. Keep your HP up, at least 70% above to make sure you'll survive its nasty Breath attack. Don't mind about the guest union since they will pretty much act as fodder to the dragon's attacks. Defeating the dragon completes the mission and unlocks a corresponding achievement.

Quest: A Voice from the Past

Location: Melphina

Task: Retrieve the ancient tome

Reward: 2500G, Picture of the 2nd Brigade

Tip: Head to the catacombs to the central area. Check the newly opened path to the west. Head for the Disposal Area and defeat the Soul Eater. Watch the short scene and you'll be taken back to Melphina upon completion.



Quest: Broken Seal

Location: Melphina

Task: Restore the broken seals in Crookfen

Reward: Azure Orb (Evocations)

Tip: You should have noticed the totems scattered in Crookfen. Just examine the seals surrounded by dark wind. You'll be thrown in a battle immediately. Defeat the Ruler of Arts, Weapons and Shield to complete the mission. After the quest, you'll need to choose if you'll go after the Vanguard or if you'll stay to save lives. If you choose the first, there will be more fighting (I chose otherwise so I missed to opportunity to document the extended part of this quest)

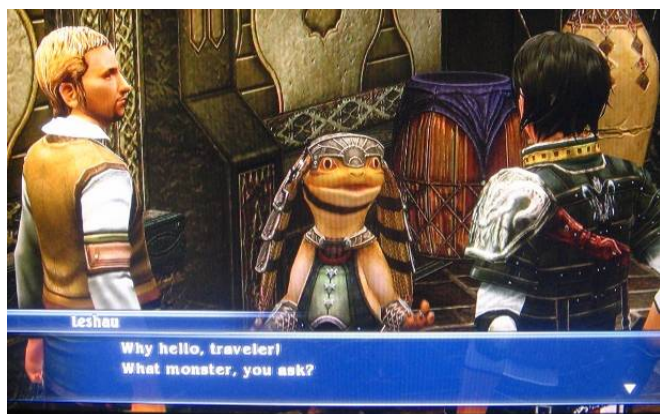
Quest: Frustrations

Location: Baaluk

Task: Defeat Validus

Reward: 30000G, Leshau recruitable

Tip: After accepting the quest, you'll be taken automatically to the Vale of the Gods. Walk a bit to the middle of the map and the battle will start automatically. If you have defeated Vespalia earlier then this battle shouldn't be that hard. The strategy for defeating Vespalia applies; it curses everybody, has a devastating Breath attack and uses Gandiva. Just attempt to leave the map after defeating the boss and you'll be taken back to Baaluk automatically.



Quest: The Losing Game

Location: Baaluk

Task: Retrieve the Bloodsoaked Sword from the Grand Beetles in Great Sand Sea

Reward: *Ves Salia*

Tip: You'll be transported immediately to the Great Sand Sea. Just keep on defeating the Grand Beetles there until you get the sword. You'll be taken back to Baaluk once you acquired it.

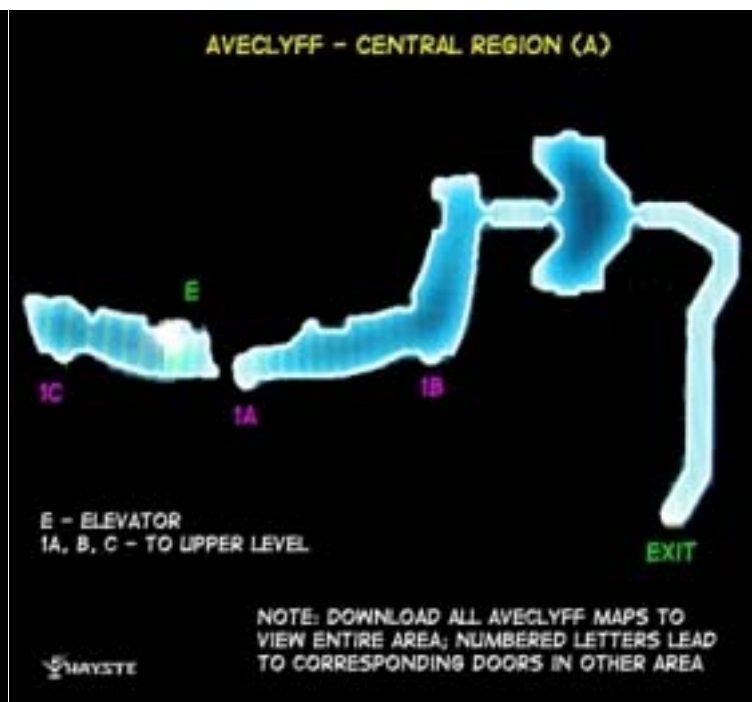
Quest: Wisdom's Echo

Location: Nagapur

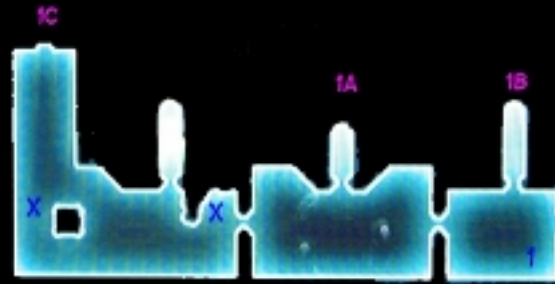
Task: Escort Glenys in her search for

Reward: Honor of Oath, Batwings (new formation), Glenys recruitable

Tip: Talk to Glenys on the 2nd floor of Nagapur Location. You'll be taken to Dillmoor automatically. You'll also obtain the Plateau Key. You can use this key to unlock the large door in the southeastern part of Dillmoor. Once you've opened it, you'll unlock a new location, Aveclyff. Refer to the maps below to navigate the area with ease.



AVECLYFF - UPPER LEVEL

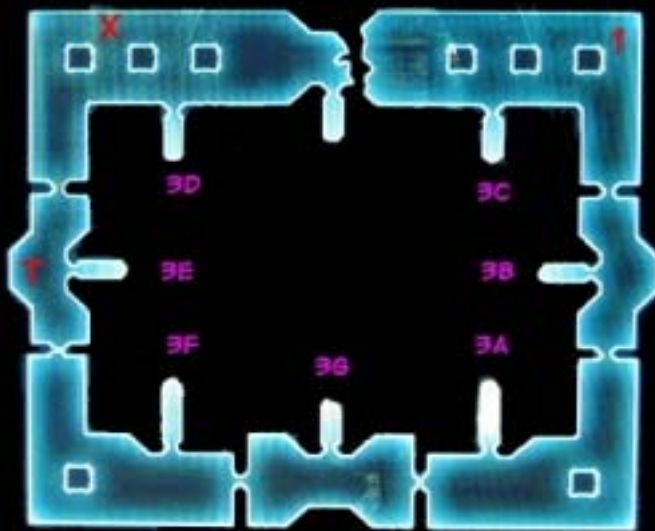


1. CHISEL (FORMATION UPGRADE)
1A, B, C - FROM/TO CENTRAL REGION
X - HARVESTING POINTS



NOTE: DOWNLOAD ALL AVECLYFF MAPS TO VIEW ENTIRE AREA; NUMBERED LETTERS LEAD TO CORRESPONDING DOORS IN OTHER AREA

AVECLYFF - LOWER LEVEL



3A-3G - TO/FROM CENTRAL REGION C
T - TRANSPORTER
X - MORSEL
1 - RING OF PATIENT EAR, CHARM RECIPE 5

NOTE: DOWNLOAD ALL AVECLYFF MAPS TO VIEW ENTIRE AREA; NUMBERED LETTERS LEAD TO CORRESPONDING DOORS IN OTHER AREA



AVECLYFF - CENTRAL LEVEL

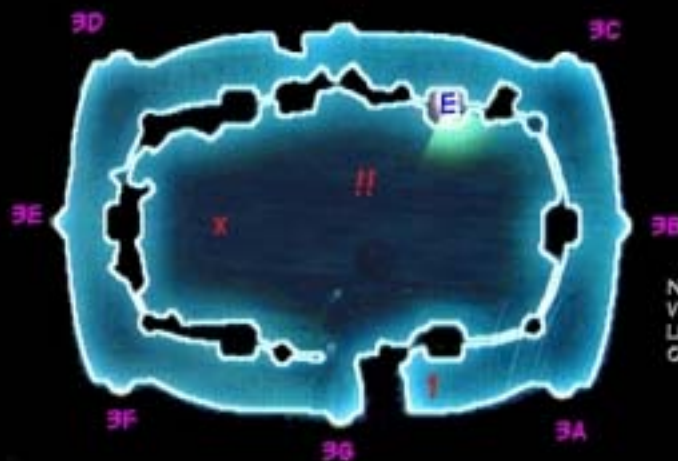


1. AVECLYFF MAP
2A-2D - TO CENTRAL REGION B

NOTE: DOWNLOAD ALL AVECLYFF MAPS TO VIEW ENTIRE AREA; NUMBERED LETTERS LEAD TO CORRESPONDING DOORS IN OTHER AREA



AVECLYFF - CENTRAL REGION (C)



X - HARVESTING POINT
!! - BOSS
3A-3G - TO LOWER LEVEL
1. LEAP FROG (FORMATION UPGRADE)

NOTE: DOWNLOAD ALL AVECLYFF MAPS TO VIEW ENTIRE AREA; NUMBERED LETTERS LEAD TO CORRESPONDING DOORS IN OTHER AREA



Once you've reached the ground level, you won't get into the boss fight immediately. This might be the first time that you'll have to deal with an *invisible* boss in the game. Stay upstairs first and stay still. Look at the open area to spot any transparent monster - that is the boss. You can only engage it once it is completely visible. Beware of the aggressive and annoying bugs littering the area; one wrong move and you'll have a multiple linked ambush in your hands. Once you successfully engaged the boss, you'll still need to defeat it.



Make sure to eliminate the Spirit Lord at the soonest time possible; otherwise it will be harder for you to win this battle. Mantroskylo isn't hard at all; once you eliminated the giant bird and you concentrate your attacks on it, it will be smooth sailing from there on.

Quest: The Cosmos Maiden

Location: Nagapur

Task: Search for the cosmos maiden

Reward: Javelin, 5000G

Tip: After accepting this sidquest from Nagapur, you'll be taken to Crookfen automatically. Open up your map and look for the blue dot. Head there to spot the maiden. After getting her, head to the same exit where you came from (second exit leading to Melphina won't work). You may wish to defeat enemies in battle or simply avoid them. Escorting her near the exit will trigger a scene and your mission completed.



Quest: Disappearing Knights

Location: Melphina

Task: Find the missing soldiers in Siebenbur's Fourth Path

Reward: 4800G

Tip: Head to the Fourth Path and find the soldiers behind the locked door.

Quest: Reviving Legend

Location: Melphina

Task: Assist Roberto in battle

Reward: 7000G

Tip: Simply defeat the enemies to complete the mission.

Quest: Emotions

Location: Royotia

Task: Bring Raphus' Treasure back

Reward: Royotian Wine x 1, Godstone of Wisdom

Tip:

- Deliver the wine to Rainn in Balterossa Location
- Talk to Alyssa in Baaluk; pay 10000G. Find her near the other exit of town
- Return to Rainn. Bring ring to him to obtain ancient scabbard
- Head to Elysion, deliver scabbard to Beauson in Grenadee District, lower area

- Return to Baaluk, talk to Alyssa. Find a shiny object near the guild entrance.
- Return to Raphus to earn your reward(s).



Quest: Darien

Location: Melphina

Task: Recover the Cracked Chalice for Darien

Reward: 25G, Darien can be recruited

Tip: Follow the steps below to complete this quest.

- Talk to the old man near the entrance, beside the item shop
- Talk to the salesgirl near component shop
- Talk to Goster's wife near the Location entrance
- Talk to Goster near the entrance
- Return and talk again to Goster's wife
- Return to Goster, talk to him twice
- Talk to the kid near the guild entrance

Quest: The Silver Falcons (Part 1)

Location: Balterossa

Task: Assist in battle

Reward: Shamsir, 3000G

Tip: Help defeat the enemies to complete quest.

Quest: The Silver Falcons (Part 2)

Location: Balterossa

Task: Assist in battle (again)

Reward: Premier Bracelet, 8000 G

Tip: Help defeat the enemies to complete quest.

Quest: At Hatred's End

Location: Melphina

Task: Find Nordis and Azelle in Numor Mines

Reward: Ophelia's Sword

Tip: To activate this quest, you must complete all 3 quests from Roberto and select the lower option each time.

Witches in the City

As you visit major cities, you'll have the chance to find a pretty witch that easily stands out in the crowd. She will ask you to buy shady items but who knows what she can offer in the long run?



Athlum's Witch

Location: Town Square

Spend: 500G

Rewards: Fresh Oil x3, Aerial Insecta Oil x3

Celapaleis' Witch

Location: Grant's Way

Spend: 1000G

Rewards: Cureleaf x7, Relaxing Herb x7

Elysion's Witch

Location: Hendler

Spend: 1500G

Rewards: Methane Explosive x4, Glowroot x4

Ghor's Witch

Location: Ghor

Spend: 4000G

Rewards: Charm of Gliding

Nagapur's Witch

Location: Fussbahn

Spend: 6000G

Rewards: Water of Eos x6, Bell Seedling x3, Young Bud x3

Sidequests - Disc 2

Some quests will be available after finishing the certain ones. Also, some quests will only be activated by talking to the Barkeep or his/her assistant. They provide the latest scoop if there's one available. Also remember that not all NPCs that activate quests are isolated inside Locations. They can also be found outside so keep your eye out for that obvious red conversation bubble. Most sidequests can be activated by talking to NPCs inside the pub. Exact locations of others will be pointed out otherwise.

Complete list of sidequests available in [Savior82's thread](#) in Gamefaqs. Missed/ missing sidequests in this guide are also referenced from that thread.

Quest: Infestation

Location: Baaluk

Task: Defeat the wave of bugs in the Great Sand Sea

Reward: Empty Aerial Insecta Shell, 10000G, Flail (formation upgrade)

Tip: You'll need to defeat the enemies wave by wave. Don't stray too far ahead without defeating all nearby enemies first. The Queen will be available in the last wave. Defeat it to complete the mission.

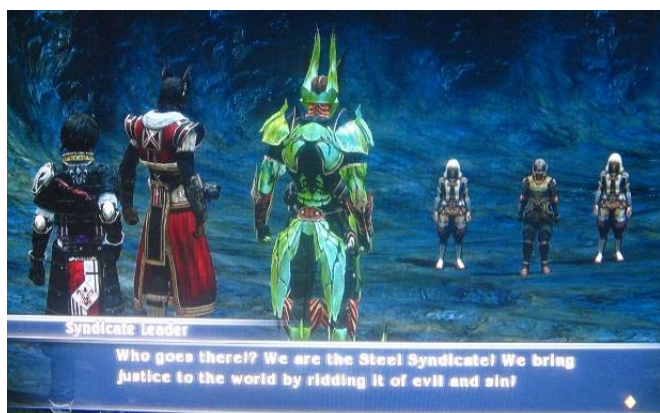
Quest: The Successor

Location: Royotia

Task: Defeat the Steel Syndicate

Reward: Force Field, Allan recruitable

Tip: You'll be taken to Gaslin Caves immediately. After the scene, you'll need to chase the syndicate members. You may want to use Timeshift in order to catch them. After you defeat the leader, the sidequest is completed.



Quest: Love will Rise Again

Location: Balterossa

Task: Help Paris and Charlotte prevent the war

Reward: Rough Goblin Stone, Rough Mermaid Stone, Rough Leprechaun Stone, Rough Troll Stone, 20000G

Tip: After talking to Charlotte in the pub, head to Royotia and talk to Priam. Head to Lavafender next. Once there, you'll need to choose between Balterossa or Royotia. After choosing your location, you'll need to defeat waves of enemies. After defeating the leader, a second battle will commence almost immediately. Defeat all enemies and the sidequest completes.



Quest: The Desert's Legend

Location: Balterossa

Task: Find the great tower in the middle of the desert.

Reward: Claw's Grasp, Intermediate Costumization

Tip: You'll need to have all the three Godstones in your possession. These stones can be acquired from the following sidequests in Disc 1:

Godstone of Love: For Love the Bell Tolls - Balterossa

Godstone of Souls: Silent Soul - Balterossa

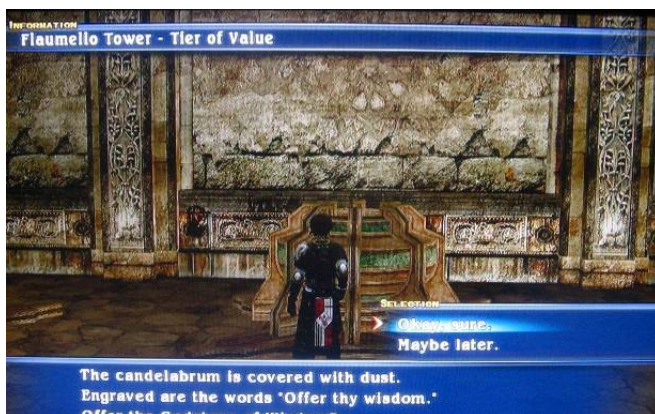
Godstone of Wisdom: Emotions - Royotia

To find the tower, head to the Great Sand Sea. Open your map and head to the southeastern part of the desert. Once you find two tall rocks, examine the large rock formation behind it and tower will appear. You'll be taken to Flaumello Tower.

Flaumello Tower

This mission may take a few hours to explore with all multiple exits and floors, not to mention the pesky, aggressive enemies. Unfortunately I was unable (and lazy) to draw out the map of the entire area because it is really confusing and daunting. The good thing to know is that all paths lead to the final floor; the only hassle is that you won't get all the items available here unless you go back and forth in between the floors.

Once you reach the final floor, you must place all the three Godstones in the pedestals. A portal will appear behind you; make sure to save first before you step on it. You'll have to defeat the infamous Mantroskylo to complete this sidequest.



Quest: The Assistant

Location: Melphina

Task: Gather Various ingredients for the scientist.

Reward: 400G, 800G, 1600G respectively

Tip: These components can be acquired from Yvalock's Nest. Some of them are uncommon so you may need to try digging for the multiple times before you can get them. You may leave the area to refresh Mr. Diggs' dig count. This mission will help boost Mr. Diggs' levels since you will need him in order to gather those components. New areas will be unlocked as the scientist requires more items from you.

1st Set: 10 Blackrose Nectar, 8 Parasitic Oil, 5 Shadowood Seeds

2nd Set: 25 Blackrose Nectar, 15 Shadowood Seeds, 6 Cosmosand

3rd Set: 30 Parasitic Oil, 18 Cosmosand and 1 Nightblossom Seed

The Cosmosand and Nightblossom seeds are rare monster drops by Yvalmock and Yvalock respectively. They can spawn anywhere in the map so you'll need to roam around the area in order to fight them.

Quest: The Slave Traders

Location: Nagapur

Task: Rescue the kidnapped girl

Reward: Linen Belt, 5000G

Tip: Talk to the boy near the entrance. Head to the pub afterwards and talk to Oswald on the second floor. You'll be taken to the Aqueducts immediately after accepting the sidequest. There is a new area in the Aqueducts-Central Sluiceway Area so make sure to check it out to bind two treasure chests (7200G and Mermaid's Barrel). Make your way to the 3rd Channel and you'll find the Slave Traders as soon as you enter the area. Defeat them in battle to complete this sidequest.

Quest: The Silver Falcons (Part 3)

Location: Balterossa

Task: Defeat the enemies

Reward: Wishing Coin, 30000 G

(If you just activated Part 1 in disc 2, reward for Part 3 will be different; Sword of the Three Realms guild will open in Elysion-Assembly Hall instead)



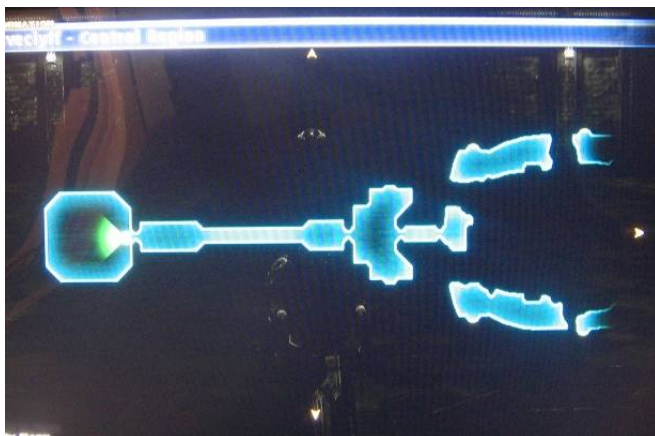
Quest: The Fated One

Location: Athlum

Task: Help Emmy win the duel

Reward: Superior Targe, Ring of the Labyrinth Guild, Jager recruitable

Tip: Talk to the old woman in Virtus Parish then head to the town center. Talk to Emmy and you'll be taken to Aveclyff immediately. Once there, find your way to the new area just opposite to the exit. The lift needed to reach that is the isolated one on the second floor north. Approach the yama and win the ensuing battle to complete this request.



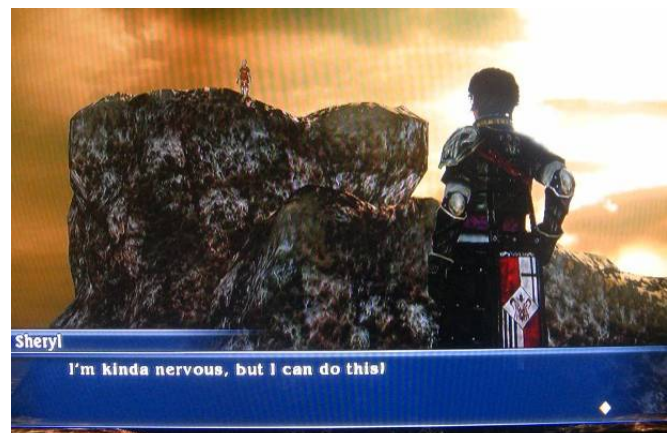
Quest: Kosmosfest

Location: Nagapur

Task: Clear monsters in Fornstrand-Realm of the Sea Monster

Reward: Sapphire Crystal x 2, Snowy Crystal x 2, 5000G, Sheryl recruitable

Tip: Talk to the Kosmosfest Staff in the second floor of the pub. Once in Fornstrand, clear all enemies in the Realm of the Sea Monster area only; no need to clear the other areas. Upon defeating all enemies there, return to Sheryl's position to find a large floating eye called Death. If it doesn't appear, try to leave the area and come back again. Defeat it to complete the quest.



Quest: The Tablet of Marshall

Location: Athlum

Task: Get the tablet from Marshallton/Numor Mines

Reward: Tablet, Namul Niram summon for Emmy

Tip: Head to the Undeveloped Zone where you unlocked the door with Emma. Save your game then talk to Marina. Defeat Namul Niram for the second time to complete the quest.



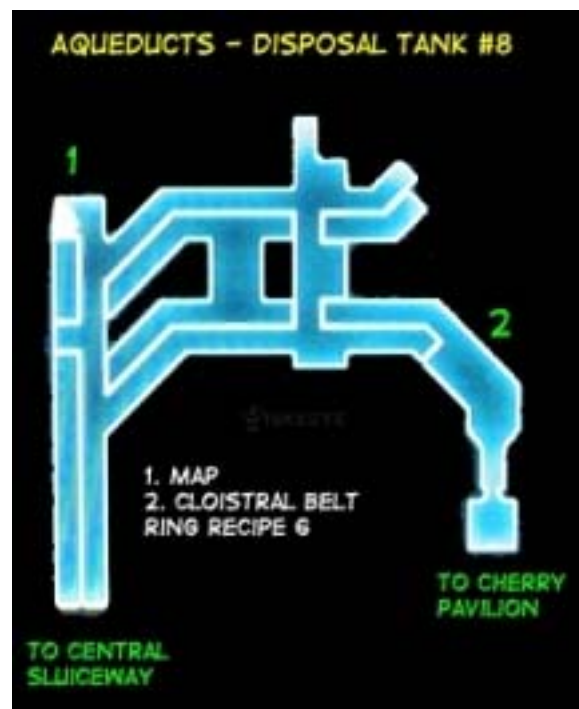
Quest: UFO?!

Location: Nagapur

Task: Find and defeat the Lob Omen four times in Wyrmskeep

Reward: Lob Omen Summon for Jager, Divine Metal x3, 10000G

Tip: This mission will only be available if you have Jager currently recruited in your party. You'll start in Aqueducts, with yet another new portion available in the Central Sluiceway.



Just follow the map provided above. To reach the Turtle formation in the northern tip of the Central Sluiceway, you'll need to activate the platform in Disposal Area #8 then return to the Central Sluiceway. Once you've reached the Cherry Pavilion, make sure to save before exploring the small area; you will be immediately thrown into a battle with the Lob Omen.



No special strategy is needed to defeat the Lob Omen. It doesn't have area-wide attacks and though it may have some powerful strikes, that won't cause too much problem at all. Just keep on attacking until you defeat it. Once it is defeated, you'll need to defeat it three more times to complete the mission. From there on, the Lob Omen can be fought alongside with Manticores. If you can't spot it at all, try defeating most enemies in the map (leave one or two manticores behind. If a Manticore re-spawns in the same area where you defeated it, chances are, the Lob Omen is there) After defeating the Lob Omen for the fourth time, you'll be taken back to Nagapur immediately.

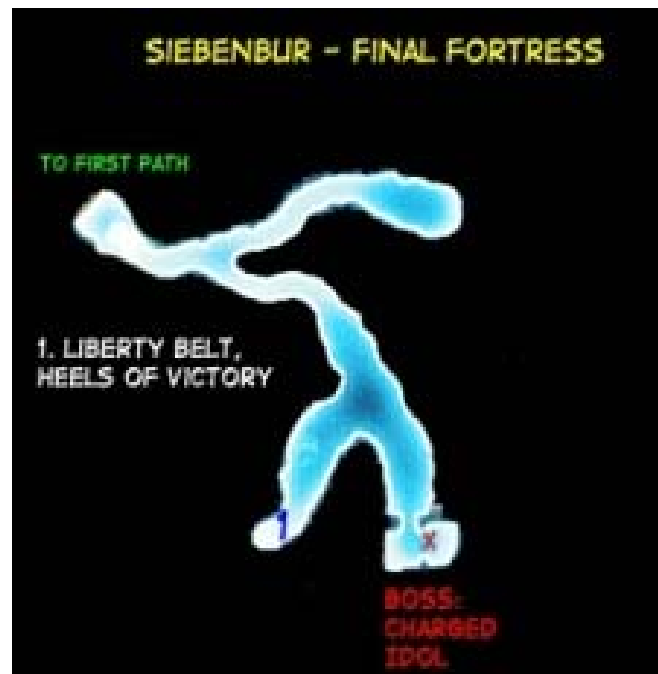
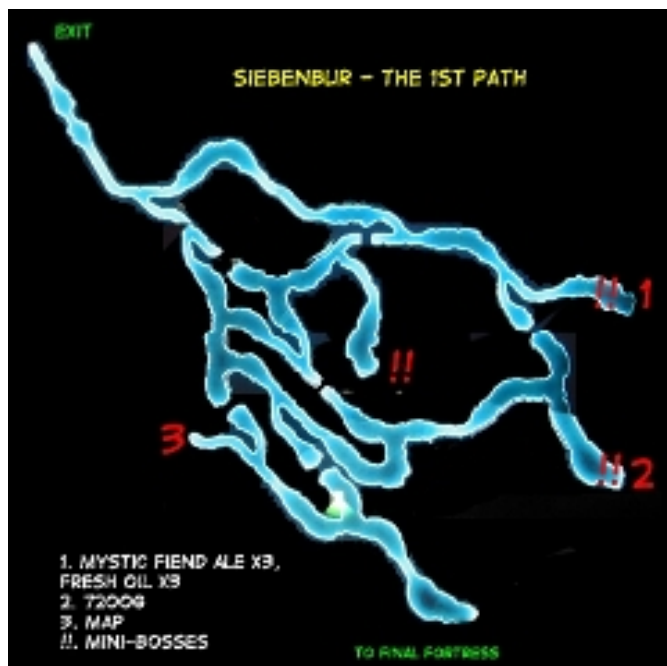
Quest: Seeker of the Ancient Path

Location: Melphina

Task: Investigate the area

Reward: Amethyst Orb (ability to use Psionics), Yuniver recruitable, 1st Path Unlocked

Tip: You'll need to battle three sets of mini-bosses before to remove the magical seal before finally fighting the main boss. The location of the bosses are marked in the map.



The mini-bosses are all called "The Tested". Each set has three monsters of the same type. Expect to go up against 3 Spiritlords, 3 Demon Lords and 3 Evil Eyes. Make your way to the Final Fortress after defeating them.

Once you've reached the final fortress, grab the chest and save your game. The boss battle will start immediately once you've reached the corner of the map.



This boss isn't that hard so long as you have lots of revival items and almost everybody can use item recovery and revival arts. Its Hunter's Claw attack can instantly take a guy out while its Tempest Insignia is an all-party attack that it executes every 3rd turn. Sometimes it will also use dreaded spells like Curse and Bewitch so be prepared to revive your party members regularly. Just remember to order your party to standby on the 2nd turn to avoid getting damaged from retaliatory attacks and dying from Tempest Insignia. Since it loses its electric charge after using its special attack, it will cast Fulgurate on itself to charge up. Just keep everybody healthy and you should win this battle without struggling that much.

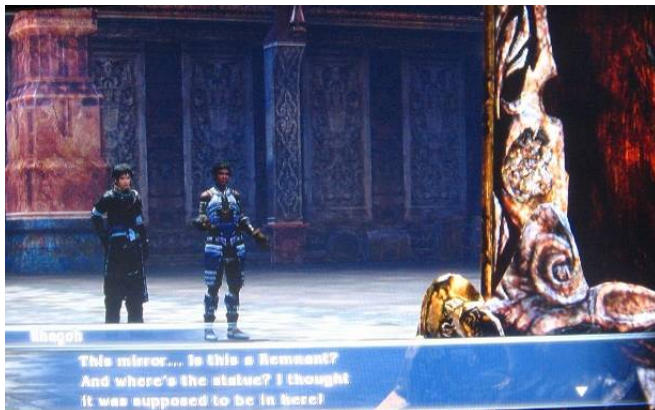
Quest: Kate and Rhagoh

Location: Celapaleis

Task: Rescue Kate in Robelia's underground tier

Reward: Ruby Crystal x 2, Emerald Crystal x 2, 5000g, Kate recruitable

Tip: You'll need to do this sidequest after Koenigsdorf. You must also have Rhagoh in your party. (To recruit him you should have finished "A Single Soul" sidequest back in Disc 1) He should be inside the pub in order to activate this quest. He usually hangs out in the small alley leading to the Sword of the Three Realms. If he doesn't move to the pub, just exit to the world map and talk to him until he moves from his usual place. You should go through 3 red conversation bubbles with him before he moves to the pub.



After triggering the quest, you'll be taken Robelia Ruins. There is a little dungeon crawling that you'll need to do here. A new area in the Central Tier will be available as well. There should be a newly opened exit in the empty room just after the first door. Take the stairs down. Make sure to grab the Stone of Antimageia first since it is required to open the last door in the underground tier. Once you've reached the last room, approach the mirror to proceed with the events. You'll have to defeat monsters that will be appearing from the mirror.



Quest: The Ladies of Bloody Alice

Location: Melphina

Task: Defeat the 3rd committee

Reward: Ruby Solitaire, Emerald Solitaire, Sapphire Solitaire, Ivory Solitaire, 12800g, Ring of Labyrinth Elysion Branch opens

Tip: You must get Nora first by recruiting her in Athlum's Union of the Golden Chalice guild. Like Rhagoh, you'll need to talk to Nora several times in Athlum until she disappears. You will find her next in Melphina's pub. Make sure to save and prepare before agreeing to help her since the battle starts immediately.



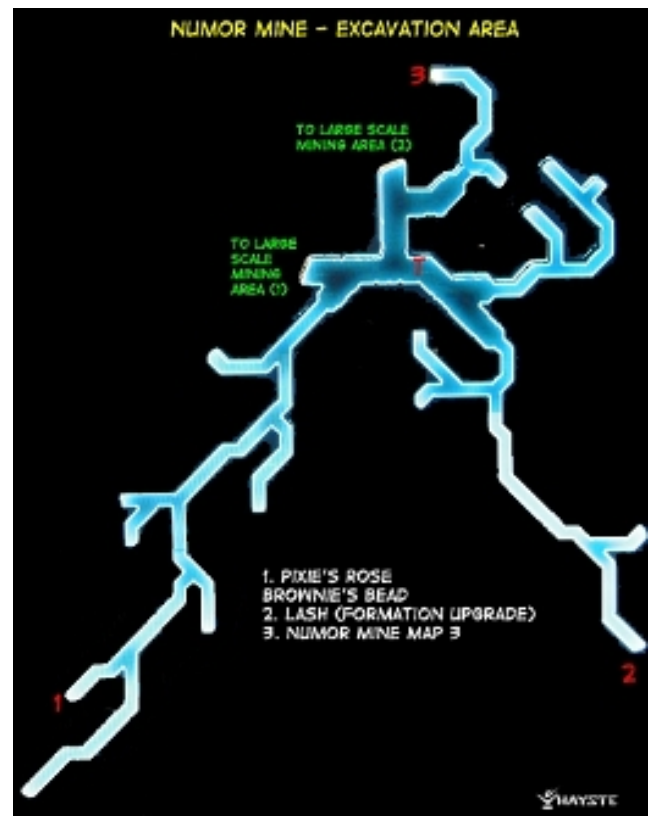
Take out the support squad first or they'll keep healing their allies. Dispose of the mystic squad next to avoid their group-affecting spells. More reinforcements will appear so summoning your artifacts will be of great help here; not to mention that enemies will most likely gang up on them. About engaging unions individually; if you need to send 2 unions to take out one enemy union, then it's worth it. This battle might take a while, depending on your party's damage per turn ratio. The last Melee squads use Land Mine... which can instantly kill a union or its leader. Make it a priority to revive fallen allies since this battle will turn really ugly if you continue with the fight with fallen union or two. Fortunately, the Harpylia group won't engage your unions but one of them will use Blaster instead. The Hypnoses are easy targets but they are capable of dishing high damage with their Spinning Lariat move. Just keep everybody healthy and alive and you should be able to get through this. If you can't seem to win even the first two waves, then try to grind and increase your party's stats.

Quest: The Gates of Deceit and Sword of the Dead

Location: Ghor Castle

Task: Help the Duke find and defeat the third committee

Reward: Trap Formula, Ring of the Ancient Castle guild opens, Duke of Ghor recruitable



Tip: (Sidequest will only be available after speaking to the Duke in between the Base Battles) Speak to the Duke's messenger in the pub then talk to him in the castle. In Numor Mines, enter the first door and take the elevator down to reach Large-Scale Mining Zone. Walk north to reach the Excavation Area. Go south, kill the Greater Demon and shortly after you'll get teleported to northern side of the Excavation Area. Head south and then west, teleport to Large-Scale Mining Zone. Go north, follow path towards south, teleport to northwest side of Large-scale Mining Zone. Head south and ride the elevator up.

Quest: Hearts

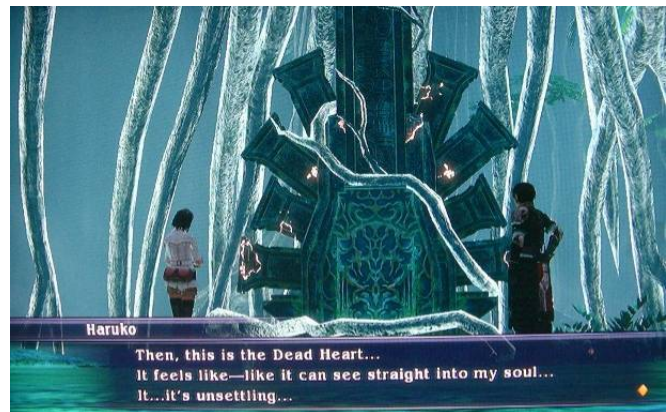
Location: ElySION

Task: Talk to Haruko in the pubs of major cities as she studies their remnants. Retrieve the Dead Heart

Reward: Dead Heart, 7500G, Haruko recruitable in Ring of Labyrinth, ElySION branch

Tip: You must not have acquired the Dead Heart to start this quest. Find Haruko in the pubs of the following cities:

1. ElySION
2. Melphina
3. Celapaleis
4. Athlum
5. Nagapur
6. Celapaleis



After talking to her in Celapaleis for the second time, choose to go with her to retrieve the Dead Heart. You'll be transported in Darken Forest. Head to the new area that was opened when you rescued Irina. Continue inside the ruins till you reach the Abyssal Forest. Approach the remnant and you'll have to defeat the Third Committee guys. In this battle, try to take out the Rajas guy (Yama) first since his bombs are really damaging and annoying.



There will be a second battle, this time against a dragon, rockgrater and a giant. This may prove to be a lot difficult than your previous battles; just make sure to take out the lesser unions first then send out decoys to take the enemies' attention. These decoys will just engage the target enemy unions into a deadlock and will just concentrate on defending and healing themselves, as the other unions sweep the lesser enemy units. Of course, your decoys should have high HP, members with healing arts and high defense.

Quest: The Fallen

Location: Baaluk

Task: Defeat the Fallen before it casts Armageddon.

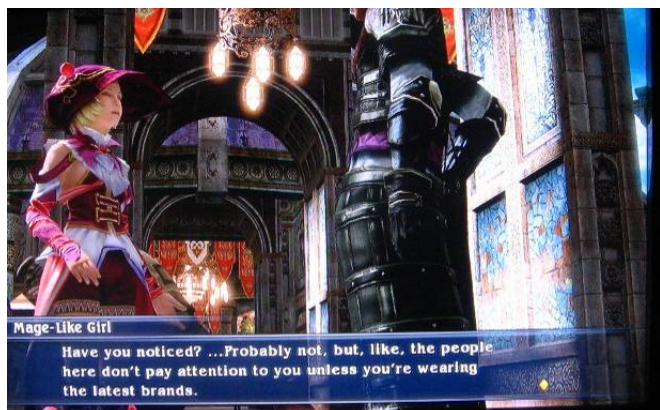
Reward: 250000g, Breath of the Omnipotent, Alabaster Orb (Wards), Wyngale recruitable, 140G Achievement Points

Tip: This is probably one of the hardest sidequests in the game (at a certain point) and one that is easily missable.

Also, you must have completed the "Frustrations" sidequest in Disc 1. First, this quest will only be available BEFORE you visit Underwalt; thus, you'll need to power-grind all you can at that point if you are having difficulties defeating this boss. The Fallen has roughly around 400K+ HP and you have 10 turns before it casts Armageddon (which is instant Game Over, regardless of condition) If you want to, you can just stick with just 4 unions so they have higher HP (thus, higher chances of enduring the Fallen's really damaging, area/all-party attacks). Also, as long each of your unions can naturally (without the help of Support, Potion and Morale bonuses) damage around 25-30K per turn, then you should be able to defeat this guy before it executes its finishing attack.



Witches in the City (Part 2)



Underwalt's Witch

Location: Gefyri

Spend: 20000G

Rewards: Prismic Ring

Balterossa's Witch

Location: Merchant's Lot

Spend: 8000g

Rewards: Roseraphim Bracelet

Royotia's Witch

Location: Byon Sector

Spend: 12000g

Rewards: Crimson Ore x 3

Melphina's Witch

Location: Cobalt Plaza

Spend: 20000g

Rewards: Verge of Victory

Baaluk's Witch

Location: Grentze Commune

Spend: 18000g

Rewards: Amber Orb (Hexes), Khrynia recruitable in Elysion

Quest: The Villain and the Sightless Girl

Location: Athlum

Task: Find the flower at the top of Mt. Vackel

Reward: Hurricane (formation upgrade)

Tip: Loki is one of those unique leaders you can recruit. Like Nora, he is located in Athlum. You may need to talk to him several times in order for him to open up and thus giving you this quest.

Quest: The Distant Promise

Location: Athlum

Task: Join David in Fornstrand

Reward: Pyramid (formation upgrade)

Tip: Continue along the Starry Shore. There are some different enemies here so you may engage them if you wish. Continue to the Realm of the Sea Monster until you find a large bug. Defeat it in battle.

Quest: History's Boundary

Location: Underwalt

Task: Help Glenys recover her town's artifact

Reward: Spear of Origin, Arch formation

Tip: You'll need LOTS of gold here and since it is not time restricted, you'll have the remaining time in the game to save enough cash to buy the items needed to complete this quest. Also, this quest is limited only within Underwalt so you don't need to return to the World Map and search anywhere else. You'll need to talk to the qsiiti black marketer in order to purchase the following items:



1. Head to the Union of the Golden Chalice guild and spend 50000G for the Snakebite formation
2. Head into Gefyri, spend 80000G for the Shard Formula.
3. Head to the second floor of the pub and spend 120000G for the Fisternis (blade)
4. Finally, head to Castellum and spend 200000G for the Spear of Origin.

Quest: Things Unchangeable

Location: Athlum

Task: Simply listen to her story

Reward: 1000000 G, Dream's Edge

Tip: This is the final sidequest which will only be available after you have done all of the sidequests in Disc 1 and 2.

Finishing this sidequest will reward you with the Secret Achievement "The Final Instance", which is worth 200 Points!

Guild Tasks - Union of the Golden Chalice

Monster Slayer missions requires you to hunt rare monsters. Conditions on spawning these beasts differ from each other. Please refer to the links of the threads that may contain valuable information you can use for hunting these elusive beasts.

Collector missions focus on collecting uncommon and rare treasures. Some can be collected by buying them from the components shop or given to you as rewards but most of them can only be acquired by checking various harvesting points. Also note that some components are only available in a certain area so make sure to revisit permanent harvesting points in every map.

Weapon Master tasks can also be unlocked when a party member upgrades his/her weapon according to what is needed in the task. You won't need to specifically own and forge the weapon.

Additional References:

For additional help and info on how to spawn rare monsters, please check out Zer83's [faq](#) in Gamefaqs.

For additional help on where to find specific components, check out Lord_Cryptos' [Components List](#) in Gamefaqs.

1. Bloodthirsty Warrior - Blackdale

Kill Spider x8

Reward: Cup of Celapadeis (formation)

2. Bloodthirsty Warrior - 1st path, Siebenbur/ Berechevaltelle

Kill Nusscracker x6

Reward:

3. Bloodthirsty Warrior -5th Path, Siebendur

Kill Crab x7

Reward: Lotion Formula (for Lotion Arts)

4. Bloodthirsty Warrior - Numor Mines

Kill Quien x12

Reward: Blueprint 1 x4, 2000G

5. Bloodthirsty Warrior - Heroic Ramparts or Gaslin Caves 2/ Trade Route

Kill Jhana Magus x6

Reward: Blueprint 1 x5, 3500G

6. Bloodthirsty Warrior - Aqueducts

Kill Rockshell x12

Reward: Box (new formation)

7. Bloodthirsty Warrior - Aqueducts

Kill Barbarossa x9

Reward: Imp Weekly

9. Bloodthirsty Warrior

Kill Vanagard x18

Reward: Oarfish Weekly

10. Bloodthirsty Warrior

Kill Hraesvelg x10

Reward: Jewel of Wanderwalt (new formation)

13. Monster Slayer - Blackdale

Kill Dominator (Large Bird)

Reward: Counteroffensive (new formation)

Tip: Check this [thread](#). You'll know if it spawned if you find no imps in the area. Normally, there should be an imp after you get past the first Skull Scavenger. The Dominator appears in the small off-road path before the exit to Sapphire Pit.

14. Monster Slayer - Ivory Peaks

Kill Bloodthirsty Beast (Raptor)

Reward: Union of the Golden Chalice Rank 1 (unlocks new guild tasks)

Tip: Check this [thread](#). Both Raptors near the entrance should be awake. There should be no visible Evil Eye or Vile Plant; Oarfishes are fine. Spawns just down the slope near the other exit of the area, overlooking the chasm. It looks like an ordinary Raptor so make sure to bring up your cursor and check it.

15. Monster Slayer - Fourth Path, Siebenbur

Kill Void Intruder (Demon King/ Lord)

Reward: Church Bell (New Formation)

Tip:

16. Monster Slayer - Catacombs

Kill Sledgehammer (Giant)

Reward: Union of the Golden Chalice Rank 2 (unlocks new guild tasks)

Tip: After the first door, there should be a flying Nymphidae (butterfly) in the other side instead of a Chimera. If there is a sleeping butterfly (rare monster) to the left (or if you can't find any) then leave the catacombs/reload your saved game in the city map and try again. Make your way to the eastern area. There should be no Grand Beetles or Gluttons present along the way.

17. Monster Slayer - Ivory Peaks

Kill Ruler of the Dawn

Reward:

Tip:

17. Monster Slayer -Aveclyff

Kill Whitehorn

Reward:

Tip:

19. Monster Slayer - Aqueducts

Kill Snowtoad

Reward:

Tip:

21. Monster Slayer - Aveclyff

Kill Nordri

Reward:

Tip:

22. Monster Slayer - Mt. Vackel

Kill Heaven's Lord

Reward: Hang Man's Noose (new formation)

Tip: May appear guarding the exit even during your first visit.

25. The Collector

Obtain 3 Copper Ore

Reward: Blueprint 1, 100G

Tip: Ores can be mined for harvesting points in caves or just buy them from shops

26. The Collector

Obtain 2 Commemorative Medals

Reward: Hawk Eye (formation)

Tip:

27. The Collector

Obtain 3 Gaslin Copper

Reward: Mystic Mountain (new formation)

28. The Collector

Obtain 2 flasks of Natural Oil

Reward: Blueprint 1, 1200G

Tip: Diving points (water)

29. The Collector

Obtain 2 Horns

Reward: Vampire (new formation)

30. The Collector

Obtain 2 Vase Fragments

Reward: Blueprint 1, 1500G

Tip: Can be acquired from harvesting points

31. The Collector

Obtain Elven Core

Reward: Blueprint 2, 1800G

Tip: Rare monster drop, rare monster split component

32. The Collector

Obtain Shadow Metal x2

Reward: Blueprint 1, 2800G

Tip: Can be acquired from harvesting points; rare

33. The Collector

Obtain Passionblooms x4

Reward: Blueprint 1, 2600G

Tip: Can be harvested from the plants in the Great Sand Sea

34. The Collector

Obtain Marquise Sylph

Reward:

Tip:

35. The Collector

Obtain 5 Fossilized Trees

Reward: Casket (new formation)

Tip:

36. The Collector

Obtain Titicaca x3

Reward: Blueprint 1 x4, 2500G

Tip: Harvest from plants in Crookfen

37. The Collector

Obtain Ryotian Alloy x3

Reward: Lion's Den (formation upgrade)

Tip: Can be harvested from the digging points in Aveclyff

41. The Collector

Obtain Ether Water x2

Reward: Amoeba Weekly

Tip: Harvest from digging points (water)

42. The Collector

Obtain Heavy Metals x2

Reward: Blueprint 1 x6, 5200G

Tip: In Darken Forest (when following Irina) defeat the Glaganos. They will drop Metal Studs which can be broken down. Heavy Metals are one of the components you can harvest from them.

43. The Collector

Obtain Coral x3

Reward: Grand Beetle Weekly

Tip: Diving points in Fortstrand.

45. The Collector

Obtain Holy Water x3

Reward: Crab Weekly

Tip: Darken Forest, Wanderer's Ruins

46. The Collector

Obtain Divine Metal x3

Reward: Spiritlord Weekly

Tip: Complete UFO?! Sidequest with Jager

48. The Collector

Obtain 3 Black Oil

Reward: Blueprint 1 x6, 6000G, Hydra Weekly

Tip: Can be purchased immediately from Underwalt's component shop

51. Weapon Master

Obtain a Shamsir

Reward: Unicorn (new formation)

Tip: Treasure chest in Great Subterranae or reward during the Silver Falcons sidequest

52. Weapon Master

Obtain a Commander's Tabar-Zin

Reward: Blueprint 1, 2500G

Tip: Customize a Tabar-Zin.

53. Weapon Master

Obtain a Ramskull

Reward:

Tip:

54. Weapon Master

Obtain a Daimyo Katana

Reward: Blueprint 1 x5, 4500G

Tip: Customize a Katana; two-handed sword users (Glenys) may unlock this

55. Weapon Master

Obtain a Champion's Lance

Reward:

Tip:

58. Leader Extraordinaire

Have 2 Marauders in the party

Reward: Mystic Shield (formation)

Tip:

60. Leader Extraordinaire II

Party member with STR 25+

Reward: Blueprint I, 500G

Tip: Can be unlocked early after the four generals joins your party.

61. Leader Extraordinaire II

Party member with STR 30+

Reward: Blueprint I, 2000G

Tip: Can be unlocked by regularly fighting battles and leveling up.

63. Battle Chains of Steel

10 Battle Chains

Reward: Pincer's Grip (formation)

Tip: Every time you defeat an enemy it forms a chain. You should be able to complete this task with no effort at all.

64. Battle Chains of Steel

30 Battle Chains

Reward: Blueprint I, 1300G

Tip: Every time you defeat an enemy it forms a chain. You should be able to complete this task with no effort at all.

65. Battle Chains of Steel

50 Battle Chains

Reward: Blueprint I, 3800G

Tip: Every time you defeat an enemy it forms a chain. You should be able to complete this task with no effort at all.

65. Treasure Hunt

Bind 5 Treasure Chests

Reward: Pentacle (new formation)

Tip:

Guild Tasks - Sword of the Three Realms

The Sword of the Three Realms is an optional guild that can only be unlocked by completing all the sidequests of Baron Nielsen in Celepaleis. They offer similar tasks but the set of items, monsters and weapons they seek are different from Golden Chalice's.

Monster Slayer missions requires you to hunt rare monsters. Conditions on spawning these beasts differ from each other. Please refer to the links of the threads that may contain valuable information you can use for hunting these elusive beasts.

Collector missions focus on collecting uncommon and rare treasures. Some can be collected by buying them from the components shop or given to you as rewards but most of them can only be acquired by checking various harvesting points. Also note that some components are only available in a certain area so make sure to revisit permanent harvesting points in every map. Some components dropped by monsters can also be acquired from monsters of the same family. In the other hand, higher level monsters of the same family may drop uncommon and rare components.

Weapon Master tasks can also be unlocked when a party member upgrades his/her weapon according to what is needed in the task. You won't need to specifically own and forge the weapon.

Additional References:

For additional help and info on how to spawn rare monsters, please check out Zer83's [faq](#) in Gamefaqs.

For additional help on where to find specific components, check out Lord_Cryptos' [Components List](#) in Gamefaqs.

1. Bloodthirsty Warrior - Great Subterranae

Kill Flauros x6

Reward: Blueprint 2 x2, 1800G

Tip: Common enemies in Great Subterranae (Sandfall Labyrinth/ Tranquil Springs)

2. Bloodthirsty Warrior - Lavafender

Kill Vulture x5

Reward: Sword of the Three Realms Rank 1

3. Bloodthirsty Warrior - Numor Mines

Kill Rockgrater x6

Reward: Blueprint 2 x3, 2800G

4. Bloodthirsty Warrior - Catacombs

Kill Glutton x7

Reward: Blueprint 2 x3, 2700G

5. Bloodthirsty Warrior - Great Sand Sea

Kill Spirit Lord x3

Reward: Blueprint 2 x3, 3800G

7. Bloodthirsty Warrior - Numor Mines

Kill Nidhogg x14

Reward: Wings of Nagapur (new formation)

9. Bloodthirsty Warrior - Aveclyff

Kill Arachnid x13
Reward: Orb (new formation)

11. Bloodthirsty Warrior - Flaumello Tower
Kill Charybis x15
Reward: Blueprint 2 x5, 5600G

12. Bloodthirsty Warrior - Yvalock's Nest
Kill Mandragora x9
Reward: Blueprint 2 x5, 5400G

13. Bloodthirsty Warrior - Mt.Vackel
Kill Greater Demon x15
Reward:

15. Bloodthirsty Warrior - Second Path, Siebenbur
Kill Glagonos x14
Reward: Battle Crown

17. Monster Slayer - Mojcado Castle
Kill Eye of Damnation
Reward:
Tip: Watch this [video](#) and check this [thread](#).

18. Monster Slayer - Numor Mines
Kill Goko
Reward:
Tip: Check this [thread](#).

21. The Collector
Obtain 4 Beastman Bones
Reward: Blueprint 2 x1, 1500G
Tip: Dropped by Jhanas

22. The Collector
Obtain 3 Mystic Fiend Talons
Reward: Blueprint 2 x1, 1600G
Tip: Dropped by Vile Lizard, Imp families

23. The Collector
Obtain 2 Plantae Fluid
Reward: Cascade (new formation)
Tip: Anthrovore family

24. The Collector
Obtain 5 Thick Mystic Fiend Fur
Reward: Wedge (new formation)
Tip: Imps, Lizards

25. The Collector
Obtain 4 Mystic Fiend Fangs

Reward: Blueprint 2 x2, 2500G

Tip:

26. The Collector

Obtain 3 Land Insecta Fluid

Reward: Raider's Fork (new formation)

Tip: Landworms, Grand Beetles

27. The Collector

Obtain 4 Sky Dragon Husks

Reward:

Tip: Wyverns, Dragons

28. The Collector

Obtain 2 Winged Insecta Meat

Reward: Picket Fence (new formation)

Tip:

29. The Collector

Obtain 3 Beastman Rawhides

Reward: Blueprint 2 x2, 3100G

Tip: Jhanas

30. The Collector

Obtain 4 Darkfiend Talons

Reward: Blueprint 2 x2, 3600G

Tip:

31. The Collector

Obtain 3 Mystic Fiend Husks

Reward: Manticore Weekly

Tip:

32. The Collector

Obtain 2 Tamed Land Dragon Hides

Reward: Blueprint 2 x2, 3200G

Tip:

33. The Collector

Obtain 2 Archfiend Meat

Reward:

Tip:

34. The Collector

Obtain 4 Land Insecta Talons

Reward: Blueprint 2 x2, 3400G

Tip:

35. The Collector

Obtain 5 Mystic Fiend Horns

Reward: Grand Spider Weekly

Tip:

36. The Collector

Obtain 3 Tanned Archfiend Hides

Reward: Blueprint 2 x3, 4400G

Tip:

38. The Collector

Obtain 2 Mystic Fiend Meat

Reward: Landworm Weekly

Tip:

41. The Collector

Obtain 2 Darkfiend Wings

Reward:

Tip:

42. The Collector

Obtain 3 Tanned Mystic Fiend Hides

Reward: Blueprint 2 x4, 4800G

Tip:

43. The Collector

Obtain 2 Archfiend Fur

Reward: Whirlpool

Tip:

49. The Collector

Obtain Assassin's Dagger

Reward:

Tip:

50. Weapon Master

Obtain Elite's Scepter

Reward:

51. Leader Extraordinaire

Have 2 Freelancers in party

Reward: Blueprint 2, 1400G

Tip: Can be unlocked even after all members are past that rank

52. Leader Extraordinaire II

Have a party member with 35+ STR

Reward: Blueprint 2 x4, 3600G

Tip: Can be unlocked by regularly fighting battles and leveling up.

54. Leader Extraordinaire II

Have a party member with 33+ INT

Reward: Jhana Weekly

Tip: Can be unlocked by regularly fighting battles and leveling up.

55. Leader Extraordinaire II

Have a party member with 25+ SPD

Reward: Leap Frog Weekly

Tip: Can be unlocked by regularly fighting battles and leveling up.

56. Leader Extraordinaire II

Have a party member with 40+ STR

Reward: Blueprint 2 x3, 5400G

Tip: Can be unlocked by regularly fighting battles and leveling up.

57. Leader Extraordinaire II

Have a party member with 45+ INT

Reward: Demon Weekly

58. Leader Extraordinaire II

Have a party member with 30+ SPD

Reward: Oculus Weekly

Guild Tasks - Ring of the Labyrinth

The Ring of the Labyrinth is an optional guild that can only be unlocked by completing Emmy's "The Fated One" sidequest in Athlum. They offer similar tasks but the set of items, monsters and weapons they seek are different from Golden Chalice and Sword of the Three Realms's.

Monster Slayer missions requires you to hunt rare monsters. Conditions on spawning these beasts differ from each other. Please refer to the links of the threads that may contain valuable information you can use for hunting these elusive beasts.

Collector missions focus on collecting uncommon and rare treasures. Some can be collected by buying them from the components shop or given to you as rewards but most of them can only be acquired by checking various harvesting points. Also note that some components are only available in a certain area so make sure to revisit permanent harvesting points in every map. Some components dropped by monsters can also be acquired from monsters of the same family. In the other hand, higher level monsters of the same family may drop uncommon and rare components.

Weapon Master tasks can also be unlocked when a party member upgrades his/her weapon according to what is needed in the task. You won't need to specifically own and forge the weapon.

Additional References:

For additional help and info on how to spawn rare monsters, please check out Zer83's [faq](#) in Gamefaqs.

For additional help on where to find specific components, check out Lord_Cryptos' [Components List](#) in Gamefaqs.

1. Bloodthirsty Warrior

Kill Glasya Labolas x6

Reward: Blueprint 3 x3, 5200G

2. Bloodthirsty Warrior

Kill Harpylia x12

Reward:

3. Bloodthirsty Warrior

Kill Diatryma x12

Reward:

4. Bloodthirsty Warrior

Kill Bune x16

Reward: Blueprint 3 x3, 7500G, Daily Crab

5. Bloodthirsty Warrior

Kill Terrapest x18

Reward: Daily Vile Lizard

6. Monster Slayer - Heroic Ramparts

Kill Mad Hurricane

Reward:

7. Monster Slayer - Sixth Path, Siebenbur

Kill Jurupari

Reward:

9. Monster Slayer - Yvalock's Nest

Kill Goldenflyer

Reward: Warhorse (new formation), Daily Amoeba

12. Monster Slayer - Darken Forest

Kill King Plant

Reward: Mast of Nagapur (new formation)

16. Monster Slayer - Darken Forest

Kill Deadwood

Reward:

18. Monster Slayer - Ancient Ruins

Kill Holy Servant

Reward:

19. Monster Slayer - Ancient Ruins

Kill Oblivion Wing

Reward:

20. Monster Slayer - Ancient Ruins

Kill Terror Wing

Reward:

21. Monster Slayer - Ancient Ruins

Kill Demi-God

Reward:

23. The Collector

Obtain 1 Bune Fin

Reward: Blueprint 3 x2, 5100G

25. The Collector

Obtain Bristly Vanagard Mane x1

Reward: Daily Raptor

27. The Collector

Obtain Leap Frog Blood x1

Reward: Daily Anthrovore

28. The Collector

Obtain Sharp Hraesvelg Fang x1

Reward: The Daily Colossus

29. The Collector

Obtain Moth Eyes x1

Reward:

30. The Collector

Obtain Nidhogg Femur x1

Reward: Daily Phantom

31. The Collector

Obtain Giant Shellfly Scalp x1

Reward:

33. The Collector

Obtain Tough Brynhilder Husk x1

Reward:

35. The Collector

Obtain Grand Rockgrater Tail x1

Reward:

36. The Collector

Obtain Tough Killer Insect Husk x1

Reward:

37. The Collector

Obtain Death Cornea x1

Reward:

39. The Collector

Obtain Inverted Terrapest Barb x1

Reward:

40. The Collector

Obtain Retral Feral Fang Scale x1

Reward: Blueprint 3 x2, 5600G, Daily Manticore

41. The Collector

Obtain Demon King Eye x1

Reward: Blueprint 3 x2, 7200G

42. The Collector

Obtain Grand Beetle Fluid x1

Reward: Blueprint 3 x2, 6200G, Daily Butterfly

43. The Collector

Obtain Inverted Vile Lizard Scale x1

Reward: Blueprint 3 x2, 6600G

44. The Collector

Obtain Skull Scavenger Cranium x1

Reward:

45. The Collector

Obtain Godwood Timber x1

Reward:

46. The Collector

Obtain Anthrophilium Needle x1

Reward:

47. The Collector

Obtain Harpylia's Hide x1

Reward:

48. The Collector

Obtain Greater Demon Tail x1

Reward: Blueprint 3 x2, 7000G

49. The Collector

Obtain Glaganos Fragment x1

Reward: Blueprint 3 x2, 6800G, Daily Oarfish

50. The Weapon Master

Obtain Mermaid's Malice

Reward:

51. The Weapon Master

Obtain Deathmask

Reward:

52. The Weapon Master

Obtain Death Bringer

Reward:

53. The Weapon Master

Obtain Orouboros Voulge

Reward:

54. The Weapon Master

Obtain Demon Blade

Reward: Ring of Labyrinth Rank 5

Tip: Khrynia will eventually get this weapon

55. Leader Extraordinaire II

Have 3 Scouts in your party

Reward:

56. Leader Extraordinaire II

Have 3 Commanders in your party

Reward:

57. Leader Extraordinaire II

Have 8 members in your party with 60+ STR

Reward:

58. Leader Extraordinaire II

Have 8 members in your party with 55+ INT

Reward:

59. The Treasure Hunt

Open 50 treasure chests


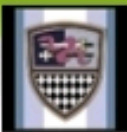





Reward: Blueprint 3 x2, 6300G

60. The Treasure Hunt





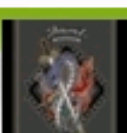
Open 80 treasure chests

Reward: Ring of the Labyrinth x4, Daily Grand Spider

Sort: 	
	The Battlemaster 20  Do you have a taste for blood? Participate in battles and find out.
	The Rules of Consecution 30  Are you keeping an eye on the chain count? Try to get as high a number as possible.
	Death and Destruction 30  Do you want your party members to grow stronger? Try defeating lots of monsters.
	Unleashing Secret Powers 10  Are you putting Timeshift to good use? Try using it as often as possible.
	Timing is Everything 10  How is your hand-eye coordination? Try using Critical Triggers whenever possible.
	The Guildmaster's Faith 10  Have you accepted the guild masters' challenges? Try finishing lots of guild tasks.
	March of the Soldiers 10  Do you want a bigger party? Recruit some soldiers at a guild.
	The Heir of Ultimate Fate 30  Have you been creating items? Try creating a certain one...
	The Ravenous Hunter 30  How is Mr. Diggs? Try harvesting a certain item...
	Guru of the Mystic 30  Do you like collecting items? Try obtaining a certain one...

	Monster Dismantler 20 G	Are you collecting components? Try taking apart lots of monsters.
	Reduce, Reuse, Recycle 20 G	Do you recycle? Try taking apart lots of equipment.
	The Lone Fighter 30 G	Do you want a challenge? Defeat the monster that appears from a certain quest.
	The Dragonslayer 40 G	For a bigger challenge, defeat the monster that appears from a certain quest.
	The Great Soldier 40 G	For a huge challenge, defeat the monster that appears from a certain guild task.
	Hero of the Dawn 50 G	For a great challenge, defeat the monster that appears from a certain guild task.
	The Godslayer 140 G	For the biggest challenge of them all, defeat the monster they call The Fallen.

Secret Achievements

	The Bloodhunter 30 G	You have defeated over 30 monsters in one battle. You must have lots of rare items!
	Living Rich 10 G	You have obtained over 200,000G. Are you taking your friends out for nice meals?
	Lost Words of the Gods 10 G	You have spent over 100,000G. Would you like some investment advice?
	The Final Instance 200 G	You have finished the quest "Things Unchangeable." Congratulations!
	The Last Remnant 200 G	You have defeated the Absolute Conqueror. Perhaps YOU are the Last Remnant...

CREDITS:

SNG of IGN for giving me the chance to cover the game.

Arthaiin - Amnesia Quest outline and rewards [thread](#)

Savior82 - Sidequests list [thread](#)

Lord_Cryptos - [Components List](#)

Zer83 - Rare Monster [faq](#)

To my readers, friends and family.

To the Gamefaqs LR board; you guys are ever helpful.

Also, since I am really, really off my deadline, I am afraid I won't be completing the Guild Tasks sections of this guide. If you wish to help me by adding the stuff I am missing, their rewards or tips how to get them, don't hesitate to email me: vhayste@gmail.com. I will respond to your email at the soonest time I can and also update the guide as long as I have compiled enough content, which should happen in a week's time. Of course, you'll have your name in the Credits section for everybody that is using this guide to see.

Thank you!

--Vhayste

If you want to receive emails about my latest walkthroughs updates and releases, please visit my [homepage](#) and subscribe using the tool there.

For questions, suggestions and comments, you may contact me at vhayste@gmail.com.

Kindly put the game title as part of your subject otherwise your email will be filtered out and tagged as SPAM. I will only entertain questions not included in my walkthrough. I will try to answer emails as early as possible but in my line of work; I may only have the chance to respond within a week. Sorry.



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Every point counts

